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ISSUE 132 NOVEMBER 1992

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MEGADRIVE

SUPER NES

MASTER SYSTEM

NINTENDO

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NEO GEO
PC ENGINE
MEGA CD
ST/PC
GAME BOY
GAME GEAR
LYNX

STREETFIGHTER 2 BADGE GIVEAWAY! DETAILS INSIDE

PLUS OFFICIAL POSTER

WIN!
10 SUPER NINTENDOS AND THE GAME!

SONIC 2 FIRST REVIEW!

INSIDE: BART'S NIGHTMARE KING OF THE MONSTERS X-WING LOTUS ROAD RASH PREDATOR 2 SMASH TV AND TONS MORE!

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TERMINATOR	MEGADRIVE	MASTER SYSTEM
EURO CLUB SOCCER	MEGADRIVE	-
SPEEDBALL 2	MEGADRIVE	MASTER SYSTEM
CHUCK ROCK	MEGADRIVE	MASTER SYSTEM
CORPORATION	MEGADRIVE	-
XENON 2	MEGADRIVE	MASTER SYSTEM
ARCADE SMASH HITS	-	MASTER SYSTEM
MARBLE MADNESS	-	MASTER SYSTEM

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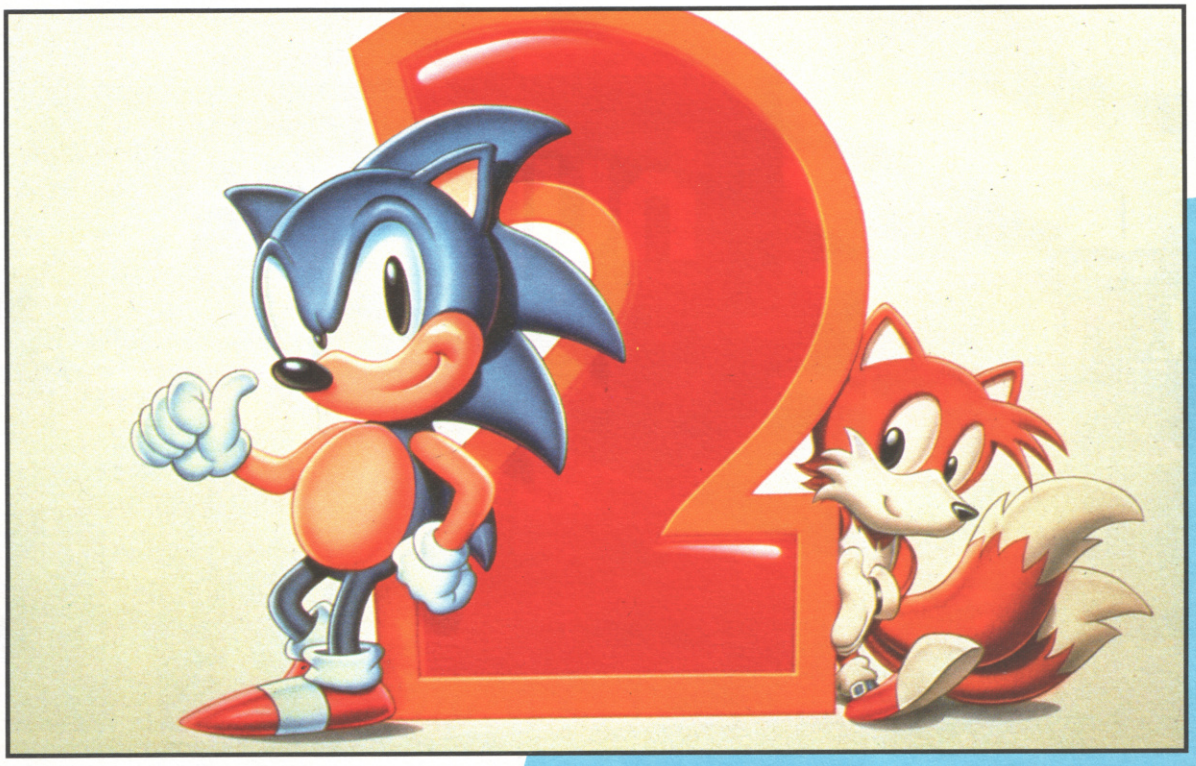


8 WORD UP
Bit of a special, this month. Tim takes time off from Sonic 2 to impart his worldly knowledge upon the readers of this fine tome, name a few CVG winners into the bargain and, er, play Sonic 2 some more.

10 NEWS
Extra! Extra! Read all abaat it! Top names, top games - you'll find them all in this month's white hot CVG News section. If it's here it's hot and if it's not it's rot. Simple as that.

16 STREETFIGHTER 2 - PREVIEW SPECIAL AND BADGE GIVEAWAY!
Yes! Yes! Yes! Everyone's favourite arcader hits the home computers soon and CVG is there to bring you all you need to know - together with full details of how YOU can walk away with one of 10,000 Exclusive Blanka badges. INCREDIBLE!

24 SONIC 2 - FIRST REVIEW
WORLD EXCLUSIVE!! The world's greatest games magazine brings you the FIRST full review of Sonic 2, so if you want to know what's what on the hottest Sega game around turn straight to these pages NOW!

35 YOB'S MAILBAG
Could it be true? Has YOB left his former billious, antagonistic and downright insensitive days by the wayside? Is this a first glimpse of the New YOB? Frankly, no. He's just the same as always. But that's the way you love it!

55 STREETFIGHTER 2 ADVANCED PLAYERS' GUIDE!
THWACK! CVG scores a Perfect once again with the full advanced playguide to the greatest console game ever! Blanka, Ryu and Balrog get the full in-depth treatment in the first of our incredible FOUR-PART series. Wahoo!

66 CHEAT MODE
Paul "That's My Baby" Rand takes a back seat this month and makes way for CVG upstart Paul Anglin to have a crack at Cheat Mode. And what a lot he's got! Part two of our incredible Fate Of Atlantis solution, the first instalment of a whopper player's guide to Actraiser and heaps of cheats too!

74 HIGH SCORES
Want scores? Want 'em high? You've come to the right place - the Official UK High Scores, hosted by everyone's favourite stern sister, the lovely Sadie. Take it away, you gorgeous gal!

78 GREAT GAMES GUIDE - THE SEQUEL
It's Part Two of our Great Games round-up - compiled by the CVG boys themselves to bring you a definitive guide to what's best in computer and video gaming over the years. Some new, some not - there's no denying they're all hot!

98 ARCADE ACTION
Another Streetfighter wannabe - this time in the form of Mortal Kombat! This brand-new coin-op uses Pitfighter-style digitised graphics to bring its whack 'n' smack action bang up to date. But what's it like? Check out the Review and find out!

MEGADRIVE

SONIC 2 - WORLD EXCLUSIVE!!
One Hundred And Eighty! CVG scoops yet another World Exclusive with the Exclusive First Review of Sonic 2! It's the most eagerly awaited game on the planet - and CVG is first again with all the stuff you need to know. It's time to ask that question again - how DO we do it?

PREDATOR 2
The alien hunter returns to Earth - and this time he's causing commotion in the heart of LA! Become Lt Michael Harrigan and track down the Predator in this Megadrive game of the movie!

SIDE POCKET
Originally an arcade game full of naked ladies, Side Pocket has been shoved onto cartridge. The girls are fully clothed, but is the game as good as the coin-op? You bet it is - so check out the CVG Review NOW!

NHLPA '93
The latest Hockey sim for Electronic Arts isn't so much a sequel, more a reworking of the original. Ice-related hilarity on your Megadrive - you'd be pucking stupid to miss the CVG Review!

SMASH TV
Big money! Big prizes! Big laffs as the hit coin-op at last makes its debut on the Megadrive! It's death, mayhem and slaughter central in the gameshow which makes The Running Man look like Lucky Ladders!

SUPER NINTENDO

THE SIMPSONS - BART'S NIGHTMARE

The Simpsons return in Bart's dreams! He's lost his homework and he's got to find all the pages before he wakes up! Weird it may be, but this is the best Simpsons game so far - and we've got the Exclusive CVG Review to prove it!

RAMPART

Harken back to the days of castle-bashing in this one-or-two player medieval sim! It looks as dull as dishwater, put you just won't be able to put it down once you've started!

KING OF THE MONSTERS

The hit Neo Geo monster masher comes to the Super Nintendo! Control a beastie as big as a block of flats and beat seven shades out of equally enormous opponents - wicked!

ROBOCOP 3

The film's not even out yet, but that hasn't stopped Ocean from releasing the Super Nintendo game of the sequel to the sequel! The future of law enforcement stomps his stuff through the streets of Old Detroit - and you are that cop!

ROGER CLEMENS BASEBALL

Strike three! Yer out! Roger Clemens may be big in the States, but we've never heard of him. But who cares - all you lot want to know is , what's this latest baseball sim like? Well, turn to that all-telling CVG Review and find out!

AMIGA

ROAD RASH

Electronic Arts sold a stack of Road Rash carts on the Megadrive - and now it's coming to the Amiga! CVG brings you the definitive lowdown on this ace motorbike thrash in a fab Exclusive Hotshot!

CHAOS ENGINE

When the Bitmap Brothers do a game, they do it right, even if it takes bloody ages to finish. The almost mythical Chaos Engine just manages to stay out of the Book of Yore, making its way instead to CVG for a great Hotshot preview!

NINTENDO

MCDONALD LAND

A visit to McDonalds might make your day, but not when you're trapped in the wacky world of McDonaldland, filled with weird and wonderful beasties! Called Mc Kids in the USA, it's been subjected to a name change by Ocean, but the game is just as good!

MASTER SYSTEM

SONIC 2

OUTRAGEOUS! CVG scores again! Here it is - the first Review of the most eagerly awaited Master System cart this year! Want to know all about the Sega superstar's second game? It's ALL here in our double whammy Sonic 2 scooperama!

SMASH TV

The gameshow of the future hits the little Sega 8-bit! Is it triff? Or does it whiff? You can find out - by turning quickly to the top-notch CVG Review!

PC

X-WING

A long time ago, in a galaxy far, far away, someone thought it a great idea to unleash upon the world a sim based on the exploits of an X-Wing fighter pilot. That idea drifted over to these parts - and US Gold and Lucasfilm are all set to launch X-Wing! Check it out Exclusively in CVG!

ADVERTISING MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: David Nye SECRETARY: Joanne Briar MARKETING MANAGER: Marc Swallow MARKETING EXECS: Sarah Ewing and Sarah Hillard PUBLISHING DIRECTOR: Graham Taylor MANAGING DIRECTOR: Terry Pratt SUBSCRIPTION AND BACK ISSUE ENQUIRIES (INCLUDING GO!): CVG Subscriptions, PO Box 500, Leicester LE99 0AA TEL: 0858 410510 EDITORIAL AND ADVERTISING Something of something CVG Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 972 6700 FAX: 071 972 6710 PRINTED BY: Kingfisher Web Ltd, Fengate, Peterborough COLOUR BY: Colourtech, London E2 and PrePress, London E1 TYPESET BY: Dirty Mac and his sidekick, the hack COVER ART: Gary Ward DISTRIBUTED BY: BBC Frontline (c) COPYRIGHT: COMPUTER AND VIDEO GAMES 1992 ISBN No: 0261-3597 QUICK QUESTION: How DO we do it? CVG DISCLAIMER: CVG accepts no responsibility for any errors, ommissions, misprints, mistakes or other nasties which make life such a laugh. Hello to Jo Biss, *you owe me a pint!* LAST MINUTE ADVICE: Never take anything at face value, and watch for that hidden agenda.

EDITOR
TIM BOONE
REAL FIGHTING IS FOR IDIOTS

When I was about 12 I took on this kid who was supposed to be the hardest on the estate. He kept going on about how tough he was but I thought he was a wimp and told him so. We had this mega scrap round the back of his house and he beat the crap out of me. My little brother virtually had to carry me home and all the way he kept calling me an idiot. He was right.

DEPUTY EDITOR
PAUL RAND

There was this lad at school who was really scruffy and smelly and I couldn't stand him and one day he just kept taking the rise out of my so we had a scrap and I grabbed him in this headlock but I just couldn't hit him. All my mates fell about laughing and called me a wimp, but I think real fighting is wrong and not at all clever.

ART EDITOR
JON BILLINGTON

When I were a lad I got into a scrap with this nipper and he was beating me black and blue when my grandad turned up, shoved his head through some school railings and left him there while we went off home. I learned an important lesson that day - never pick on anyone smaller than you are...

STAFF WRITER
STEVE KEEN

I fought my way through to the Grand Final of this big judo competition (bloody hell - CVG boys) and I was up against my mate for the Gold Medal. Just as the fight started he came over and kicked me straight between the legs and I rolled around in agony for ages. The thing was, he got disqualified and I won the gold medal. What do you mean, my voice is a bit high?

STAFF WRITER
PAUL ANGLIN

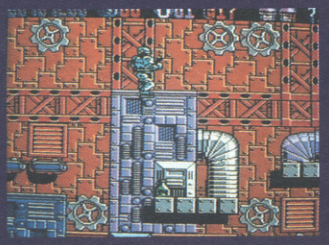
There was this kid we all really hated at school and one day about fifteen of us dived on him in this mass bundle. He didn't get a scratch but eye came out with this massive black eye and had to wear these crap plastic sunglasses to Southend the next day and it rained all day so I looked well stupid. I never had another fight again.

DESIGNER
JENNY ABROOK

I've never actually been in a fight, but I've got out of loads of them. When I was at school this girl was really jealous because I'd just won some prize and she lobbed this cactus at me. I didn't do anything about it, everyone thought she was really stupid and they all said how great I was because I didn't let her bother me!

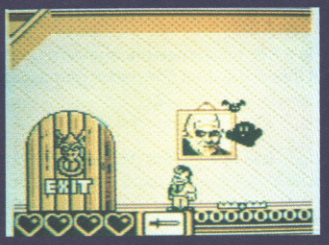
MANAGING EDITOR
JULIAN RIGNALL

Jaz is on holiday somewhere in the Welsh Valleys right now, swapping strange finger gestures with the locals and generally having a good time. Little is known about the boy's scrapping background, but if he's hard enough to put up with places like Pnybontfawr for a whole week there's not much else needs to be said...

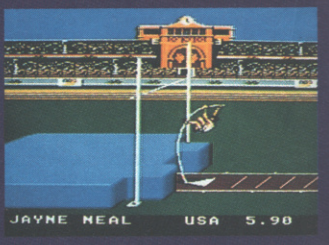


ROBOCOP 2 FOR THE NES RATED 72%
MEAN MACHINE / MARCH 1992

LEMMINGS FOR THE SUPER NES RATED 93%
CVG / MARCH 1992



ADDAMS FAMILY FOR THE GAME BOY RATED 52%
GO! / MAY 1992



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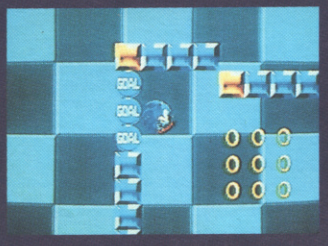

SONIC THE HEDGEHOG FOR THE GAME GEAR RATED 89%
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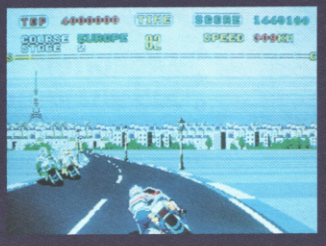

SUPER HANG ON FOR THE MEGADRIVE RATED 89%
COMPLETE GUIDE TO THE MEGADRIVE / DECEMBER 1991

FINAL FIGHT FOR THE SUPER NES RATED 88%
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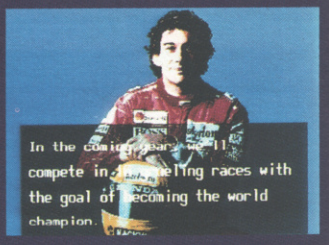
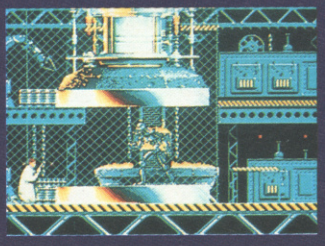


SENNA SUPER MONACO FOR THE MEGADRIVE RATED 89%
CVG / JULY 1992

HERE'S HOW THE MAG
THE TOP GAMES.
CHECK OUT IF THEY'
AT THE GAMESMASTER

TAZ MANIA FOR THE MEGADRIVE RATED 93%
SEGAPRO / AUGUST 1992



TERMINATOR FOR THE MEGADRIVE AND THE MASTER SYSTEM RATED 90%
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SPIDERMAN FOR THE GAME BOY RATED 93%
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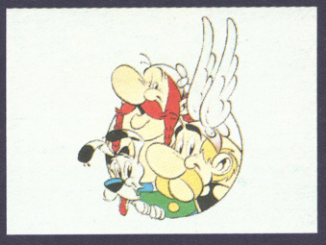

ASTERIX FOR THE MASTER SYSTEM RATED 90%
CVG / MAY 1992

GS RATE

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Are some of these favourable reviews a tad too enthusiastic? Are some of the negative ones a gnats' too critical?

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4
CHANNEL FOUR TELEVISION

And hot new games is where the Gamesmaster Zone really has the edge. The day a title is out, is the day that title will be in.

And not just boxed behind the counter, but loaded up and ready to play in our demonstration units.

By now the doubting Thomases amongst you may be thinking we're telling a few wobblies ourselves.

Well Tom, check out the Gamesmaster Zone in your local Comet.

COMET
YOU KNOW WHERE TO COME.

WORD UP!

Cor blimey, guv'nor - those CVG boys get everywhere! Yes indeed, the world's greatest games mag doesn't muck about when it comes to telling you what's hot and what's not. Now we're appearing every week in Britain's biggest newspaper - and we're on the telly too!

Eagle-eyed CVG heroes will already know, Yours Truly writes a regular column for the Mega Guide games section every Saturday in The Sun. It's called The Buzz and it's stuffed full with the hottest games news from Britain, Japan, and America - and you're being very sad if you've missed it!

But that's not all - the CVG boys are appearing each and every Thursday between 4 and 5pm on Sky News Live, so now you can feast your eyes on all the latest gaming goodies while tucking into your tea!

And there's more - by the time you read this, GamesMaster should be well into its second series, and the CVG boys are on that as well! By now most of you will have seen the new show, and been just as gobs-macked as we were by the well wicked location on which it's been filmed and the slicker format of the show.

If that's not enough (and it never is!) ITV are lining up their own games show called BAD Influence, and you might even see a few of the CVG boyos there too! The Yorkshire TV programme (networked to all the stations) will be taking an in-depth look at the world of computer entertainment, with live studio sections to bring you the latest stuff!

Don't know about you, but we reckon all this interest is great for games. The world has finally started to take computer games seriously, and all the old guff people used to churn out about consoles being bad for you has been replaced by genuine enthusiasm for an entertainment phenomenon most adults were never able to understand.

If this goes on, and all the signs are that it will, more and more people will realise what they've been missing all these years and the games industry will grow and grow. Games will definitely get even better, with more spent on production because more people are buying them, and prices will come down as the market becomes more competitive.

Personally I don't think the world of Computer and Video Games has ever been in better shape, and I for one can't wait to see what the future brings. Some of the games we're seeing come through on console are breaking gameplay records left, right and centre - and it can only get better. But what do you think? Drop a line to Word Up at the usual CVG address and we'll do a Letters Special soon printing the best we get. See you next month!

TIM BOONE

STREET FIGHTER II

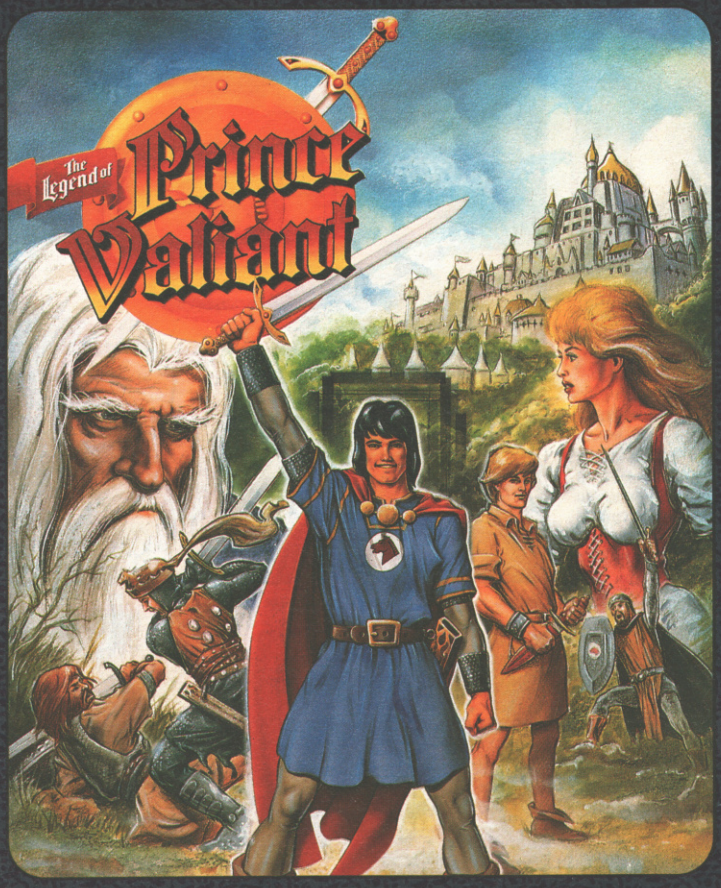
RESULTS! RESULTS! RESULTS! RESULTS!

CVG WINNERS GALORE!

Here they are, the results you've all been waiting for - the winners of the Streetfighter 2 compo we held a couple of issues ago! The four runners-up, who each win a copy of the game, are in reverse order: Philip Carpenter, Harrow; Simon Hurst, Brighton; Jamie Stokes, W Yorks and Paul Barrington, Dartford, Kent. The overall winner, who walks off with Streetfighter 2 and a machine to play it on is, wait for it, Sean Kelly from Romford! We'll be printing a few of these ace scrap stories in future issues, but meanwhile turn straight to page 20 where we're giving away TEN Super Nintendos and the game! How DO we do it?

PS While we're on the subject of winners, loads of you entered our goodies galore compo and CVG heroes Andrew Stacey and Lorraine Marshall have already won a free game for their efforts because they're bags of little treats were top of the lot! Watch out for more top wheezes and mini compos soon!

ENTER THE MAGICAL WORLD OF CAMELOT



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THE QUEST BEGINS IN TREACHEROUS MARSHLAND. WHERE EVERY STEP IS POTENTIALLY LETHAL. ARMED WITH A MERE CROSSBOW, THE PRINCE MUST FIGHT HIS WAY THROUGH A VAST FOREST. FILLED WITH CUT THROATS AND THIEVES, DOWN INTO THE UNDERGROUND CAVERNS, THROUGH THE DEADLY MAZE TO THE RING'S RESTING PLACE. HE MUST CROSS THE STORMY SEA AND BATTLE THE VIKING ARMADA TO REACH CAMELOT...
WILL PRINCE VALIANT MAKE IT AND FULFIL HIS DREAM OF KNIGHTHOOD?

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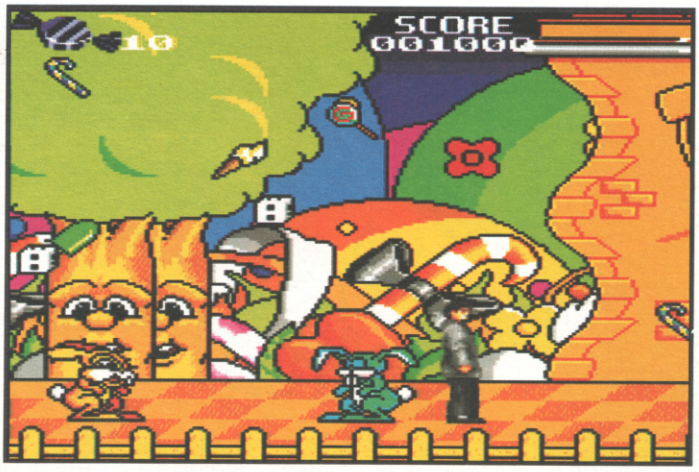
NEWS

COOL WORLD COOLNESS



It's a dangerous business, the comic-book game - especially when you literally become part of your own cartoon! In Cool World, the creator of the comic strip is magically transported to the world of ink and paint - but it's not all bad news, because one of the characters in his story just happens to be Kim Basinger! So it's spawny gets and big piles of sweets all round, even if the rumours about the film on which this game is based being so bad it's to be put straight onto video. As you can see, Cool World from Ocean is shaping up to be one weird cart, with a strange assortment of characters to contend with. Graphics are looking hot and, if the platform-based gameplay matches up, this could indeed be a cool game. More info soon!

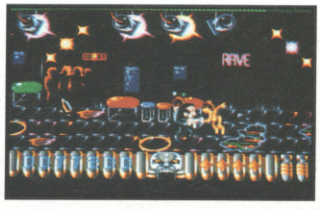
MAIL ORDER CVG RECOMMENDED

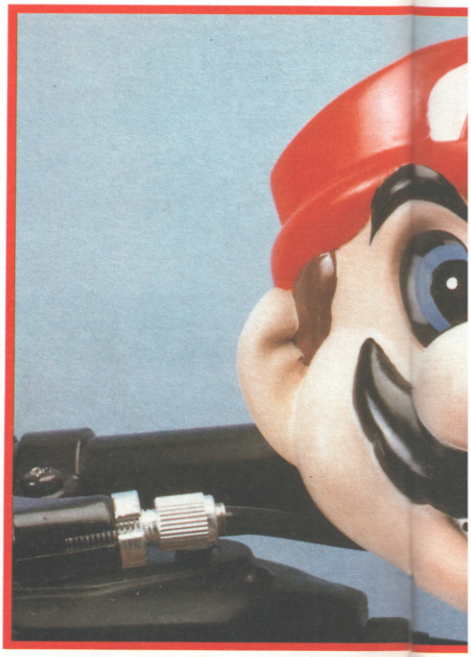
GREAT GAMES GUARANTEED

Every so often we get letters from people worried about buying software Mail Order because of the risks involved. If you're one of them, watch out for the CVG Recommended logo in the magazine. This is our seal of approval, and to earn it the Mail Order company must have a proven track record in fast, reliable service. It's our guarantee of quality, so remember to watch out for it when buying all your stuff!

MOTORHEAD MANIA

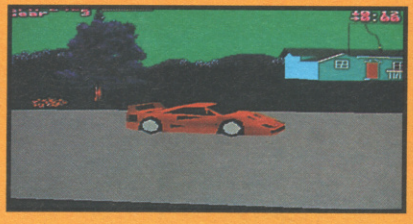
Just when you thought you'd seen it all on your Amiga and ST, along comes Virgin with Motorhead - the game! The game is best described as a beat 'em up along the lines of Golden Axe, and it's slap central as our heavy metal heroes kick some serious behind. With levels like Karaoke Land and Rave Lane, we think you get the general idea what this is all about, and it's due out soon.





EA DROPS A BOMBSHELL!

Electronic Arts have been busy beavers this summer and now they're preparing to unleash a whole hatful of top titles onto the civilised world! First and foremost they're working on an absolute stack of Megadrive (most of which you can read about in the Sega Superheroes booklet attached to this very cover!) If that's not enough they've got tons coming on the PC too, including Space Hulk, Car and Driver, Buzz Aldrin's Race Into Space and Castles II! Here are a few screenshots to be getting along with, but watch out for the CVG Previews and Reviews soon!

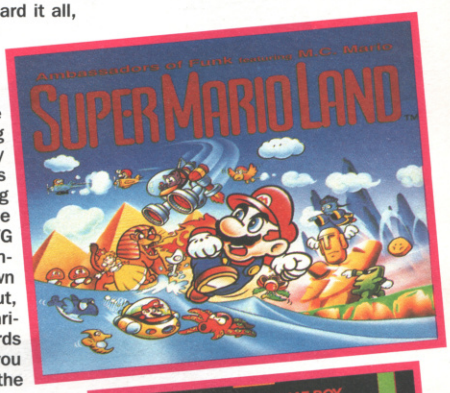


TASH CRASH CENTRAL!

Can you spot the mystery CVG celeb hidden amongst this sea of faces? Somewhere amongst this ocean of "Nigel Mansell lookalikes" bearing an uncanny resemblance to Mario is none other than - well, you tell us! Take a good look at this picture and you may just spot someone rather well known to CVG readers everywhere. Write in and tell us who this particularly sad CVG man is and there's a free game for the first correct answer out of the hat!

MC MARIO RESPECT IS DUE

Just when you thought you'd heard it all, almong come the Ambassadors of Funk (featuring MC Mario) with a record all about the megastar with a moustache! Called SuperMarioLand it's the essential item for Mario-loving ravers everywhere, wherever they are. The word is that this one's destined for the top 20 along with, wait for it, Tetris by none other than Doctor Spin. The CVG boys were going to play both singles and give you the full lowdown on these sound sensations but, err, we didn't. Anyway, SuperMarioLand is on Living Beat Records and Tetris on Polydor, so now you know what to ask for, or not as the case may be...

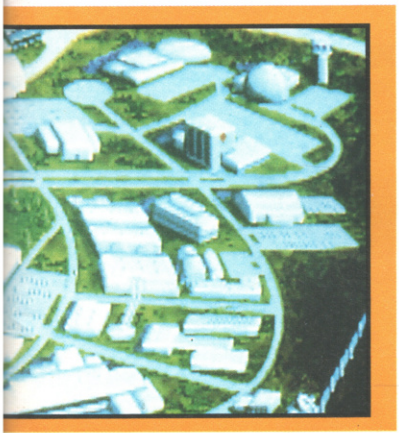


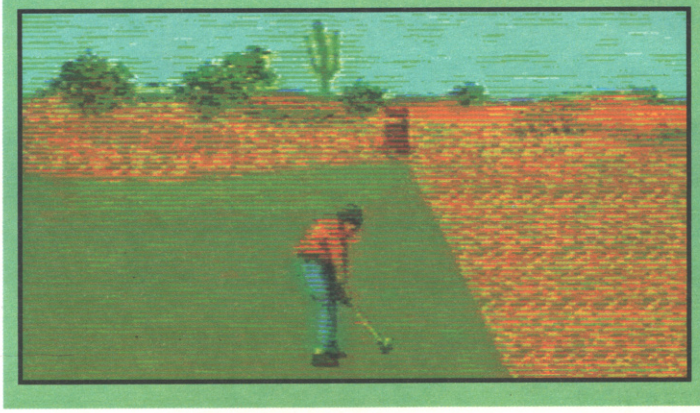
ON YER BIKE, IT'S MARIO!

Here's the latest piece of Mario-related merchanding kit - the Mario Bike Blaster! Now you can stick our Mario on your handlebars and, er, blast away! The device, which retails at £9.99, clamps onto your handlebars and blares out a choice of eight noises together with flashing lights! We got ours from Creative Concepts at PO Box 92, Reading, and Paul Anglin's stabiliser special will never be the same again...

GOLF GOODIES GALORE!

Feast your eyes on these VERY early shots of what could well be the most stunning golf game ever! Initially for the PC, Ocean Golf (working title) not only makes the player's life incredibly easy by the use of icons galore, it also promises to feature some of the best graphics ever seen! Fast, flowing camera views of the ball in mid-flight made us fall off our chairs when we were given a sneaky peek at the game, due to appear early next year - so keep an eye on these pages for more info soon!





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STREET FIGHTER II

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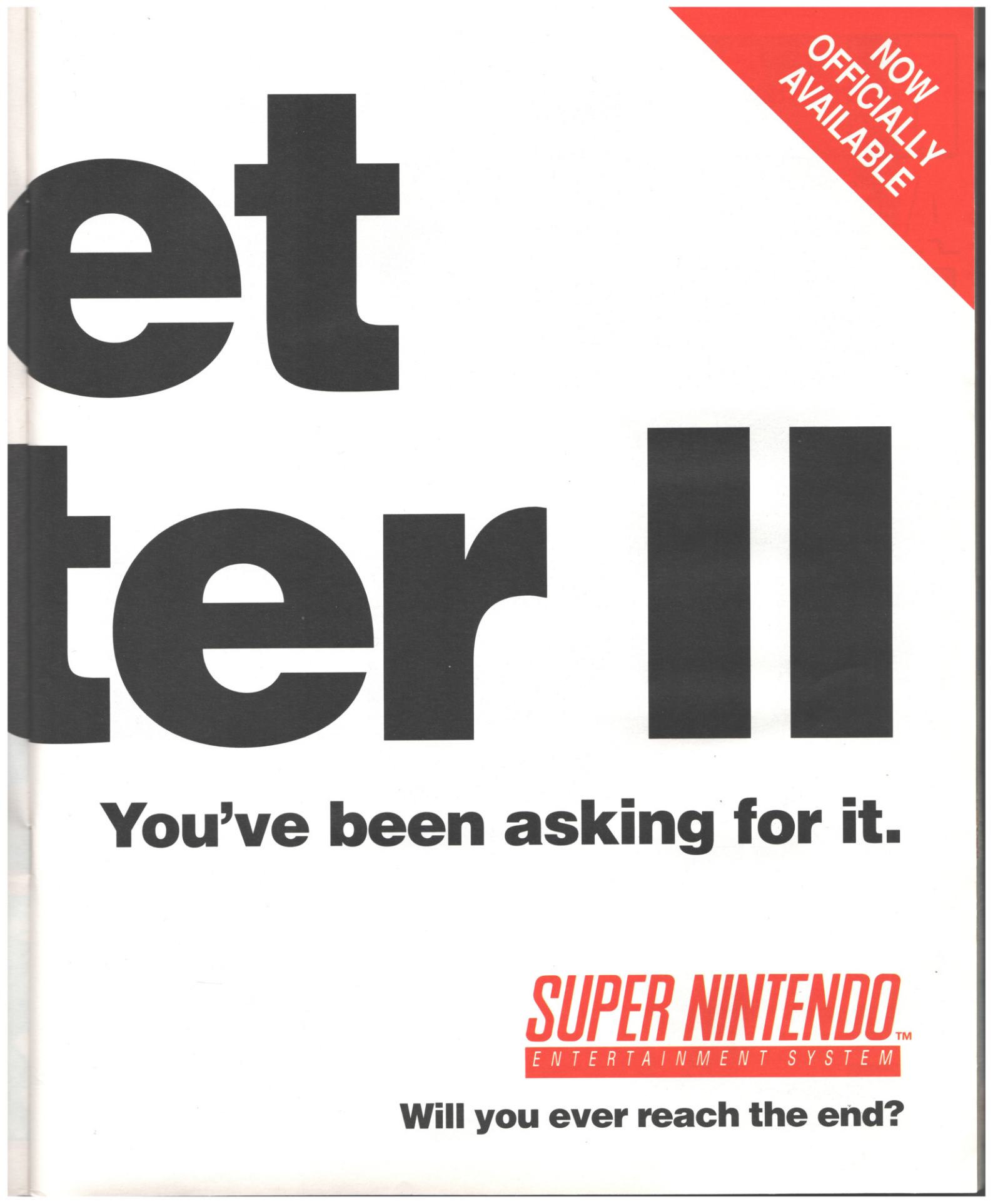
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NEWS

AD ENOUGH YET?

The original Super Nintendo TV ad was rather poor, we think you'll agree. After all, a few words shooting onto the screen isn't exactly inspiring, is it. But stay glued to your screens, folks, because the new SNES promo is about to launch itself onto our cathode ray tubes - and it's mega!

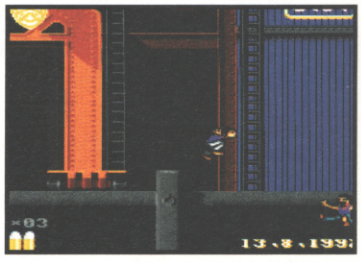
It's been created by the team who produced the stunning graphic effects in the Terminator 2 movie, and once again they've used their revolutionary Polymorphing technique to come up with incredible views of people changing into robots and the like. You should be able to see the ad on your telly in the next month or so, but in the meantime here are some shots to whet your appetite. Well 'ard!

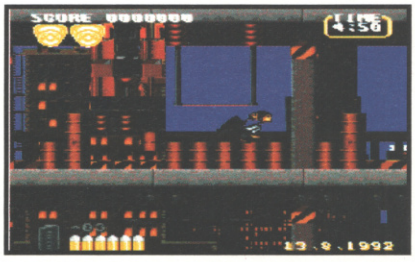
SPIDERMAN AND THE X-MEN

Spidey makes his debut on the Super Nintendo! In his first SNES outing, the webbed wonder joins forces with the amazing X-Men in a bid to close down the evil operation of the dastardly Arcade. It's arachnid platform laughs and japes galore, as you take control of Spidey and the X-Men in various action-packed levels filled with Arcade's heinous henchmen. Each superhero has his own special powers and, of course, Spiderman makes good use of his web-slinging abilities and Spidey Sense.

After a good, hard look at an almost-finished version of the game, we reckon that Spiderman And The X-Men is going to be one massive hit! Great graphics, lots of thrills and a really tough challenge on each of the levels should ensure that, on its release, this should fly to the top of the charts. When will you get the complete lowdown on this hot cart? Next month, of course, when CVG treats Spidey and his pals to a full, definitive Review! Be there.

GOING GREAT GUNS...





Join Riggs and Murtaugh in this ace new tie-in from Ocean, based upon one of the most successful action films ever! We were treated to a very early look at Lethal Weapon 3, a tale of cops, guns, baddies and, erm, more guns - and to say it was looking good would be a slight understatement. There's a lot being shoe-horned into the four-meg cart, and it looks like being action all the way.

Blast the baddies with your revolver and avoid the nasties which include pistol-packing punks, enemies with flame-throwers and even man-eating sharks! Watch out for more news on these pages soon!

SEGA
PRO - MASTER

The COMPLETE Player's Guides

SERIES EDITOR
IAN LIVINGSTONE

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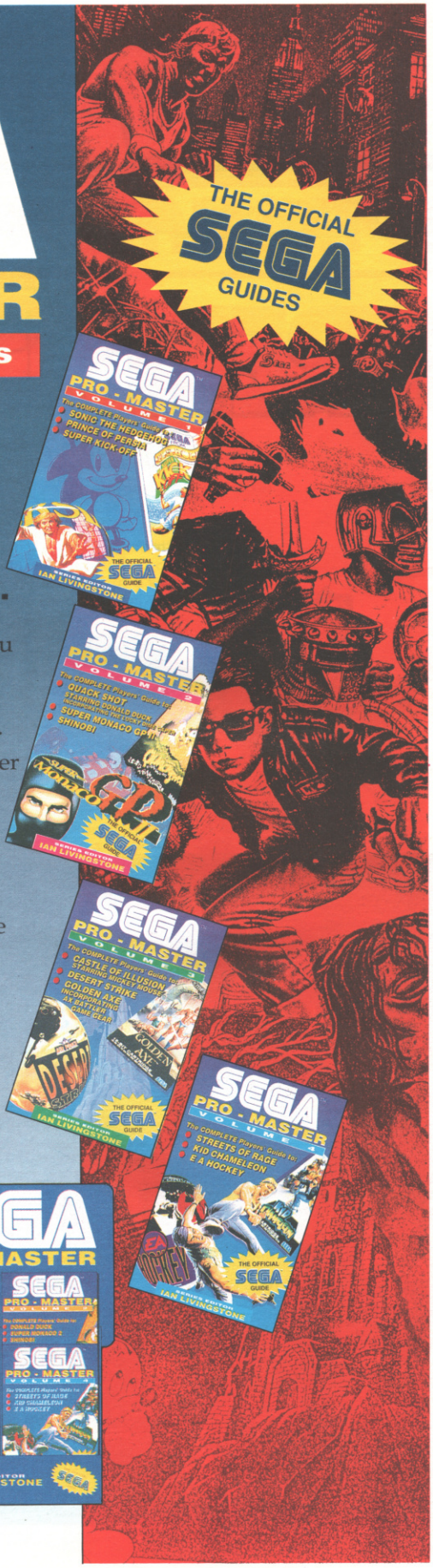

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NEWS

SPECIAL REPORT

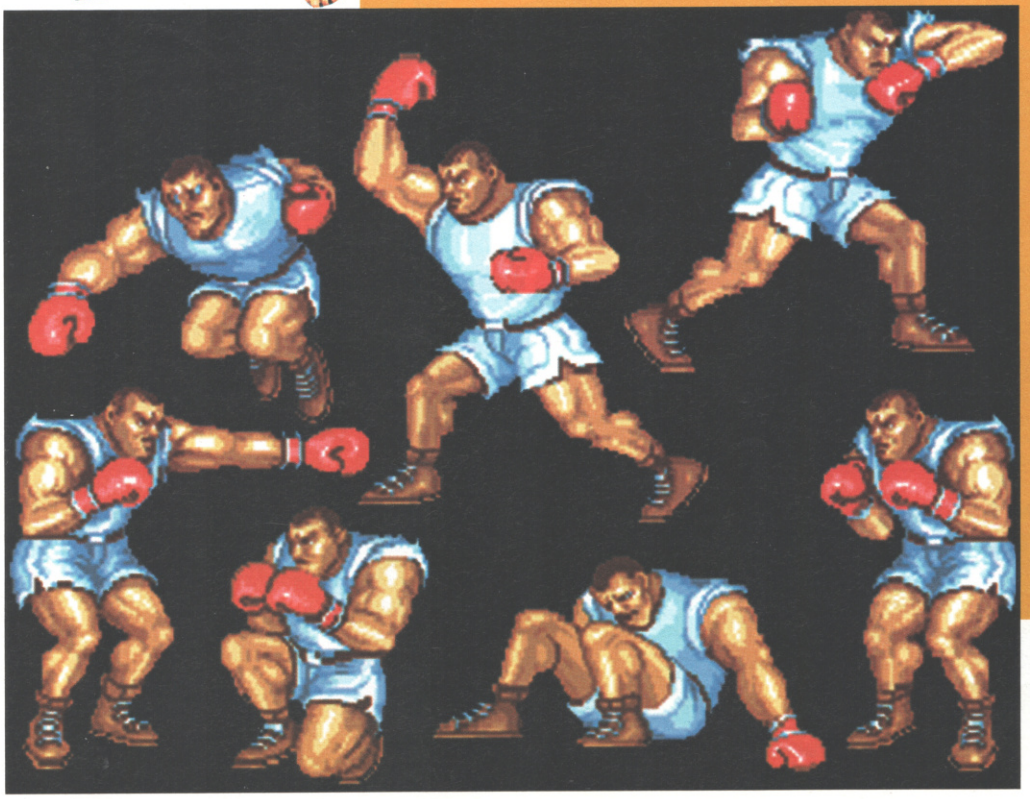
STREETFIGHTER 2

AMIGA/PC/SPECTRUM/C64

Street Fighter fever is reaching volcanic proportions as the race to get the incredible arcade masterpiece out on every format before Chrimbo gathers steam. The all formats monsters are already guaranteed the hotly contested number 1 slot on the Christmas Charts, even though they've only been in production for a few months with US Gold. Always first with the big news, CVG has gathered up all the information that's currently available for an astounding taster that'll whet your appetites - so let's get on with the show!

ROUND ONE - FIGHT

The good news is that the Amiga version is nothing like the abysmal Final Fight. There's been no sacrificing of characters or animation and every sample that's on the 16 megabyte cartridge has been squeezed onto the floppy disks. As yet the extremely complicated control system employed by the game has not been finalised for the computer versions. One thing that's for sure though is that every one of the eight characters will have at least 15 moves and 223 frames of animation. It seems likely that the programmers will have to opt for a split control system, where your single fire button will either control punches or kicks with the ability to toggle between the two by pressing a button on the keyboard.

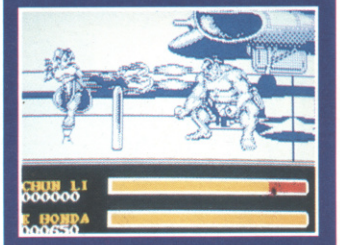


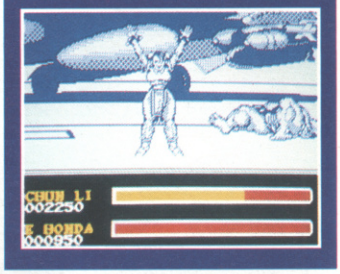
ROUND TWO - FIGHT!

The PC version, with it's superior VGA graphics capabilities, looks even better than hoped. Although some low mhz machines will suffer terribly from loss of speed the animation is superb, with some frames that weren't even included on the SNES version! Again playability will suffer slightly because of the lack of buttons, but all the arcade features with 12 different backdrops, individual music scores and the four championship fighters at the end will be included.

ROUND THREE - FIGHT!

As for the humble C64 and Spectrum versions, they won't be left out either as huge strides are being made to make them as complete as the rest of the bunch. However tape users on the Specy will only be able to choose one of two characters to fight with and the computer will have to load up the opponents in a set order one at a time, although this won't be a problem for the lucky +3 disk owners!





JUST FIGHT!

As for the big boys, PC and Amiga, the game is being compacted to fit on to not more than three disks and access will be kept to a minimum. So fight fans had better watch this space, because it's only the beginning of the Street Fighter race!

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PLUS...

WIN THE ONLY COMPLETE SET IN THE WORLD!

GIVEAWAY DAY - OCTOBER 24!

COMET

THE Sun

Incredible! The world's greatest games mag continues its great goodies giveaway with TEN THOUSAND brand new Streetfighter 2 pin badges - and YOU can walk away with one! If that's not enough, you could also waltz away with the only complete set in the world!

But you'll have to be quick - Giveaway Day is October 24!

Everyone went bonkers when CVG gave away free Ryu badges on the cover of the mag last issue. Stacks of you have written and phoned asking for more - so here's the second in the series - Blanka in the midst of his Thunderstorm electricity attack!

To celebrate all the Streetfighter stuff happening right now (just look at the opposite page for all the news on US Gold's home computer versions!) we've got together with The Sun and Comet to give away these ace badges to the first 10,000 people who ask for them!

So what do you have to do to grab some Blanka brilliance? It's very simple - but you have to act fast! First, cut out the Blanka token in the bottom right hand corner of this page, then wait for Saturday October 24 and buy your copy of The Sun. Inside the Mega Guide you'll find another token to cut out and collect. Simply take them both to your nearest Comet Store (there are more than 200 across Britain) and politely ask for your free badge! Provided you've been quick enough, you'll get one on the spot.

Remember to keep hold of your tokens, though, because you can also use them to win the only complete set of Streetfighter badges in the world! Just send us both tokens, together with your answer to this, in not more than 12 words:

I'm hard enough for the world's only Streetfighter 2 badge set because....

Stick your tokens and answer in an envelope, together with your name and address, and wang the whole lot off to: I'M HARD I AM, STREETFIGHTER 2 COMPETITION, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Closing date is November 14, so stop mucking about and go for it NOW!

★★★

BLANKA BADGE TOKEN

All the usual CVG competition rules apply which means you can enter as often as you like provided you're nothing to do with EMAP, News International, Comet Retail and you're not Toxteth O'Grady, producer of the world's stickiest bogey. The Editor's decision is final and no correspondence will be entered into. Well, we might right back if your letter is hilariously funny, but I wouldn't count on it if I was you.

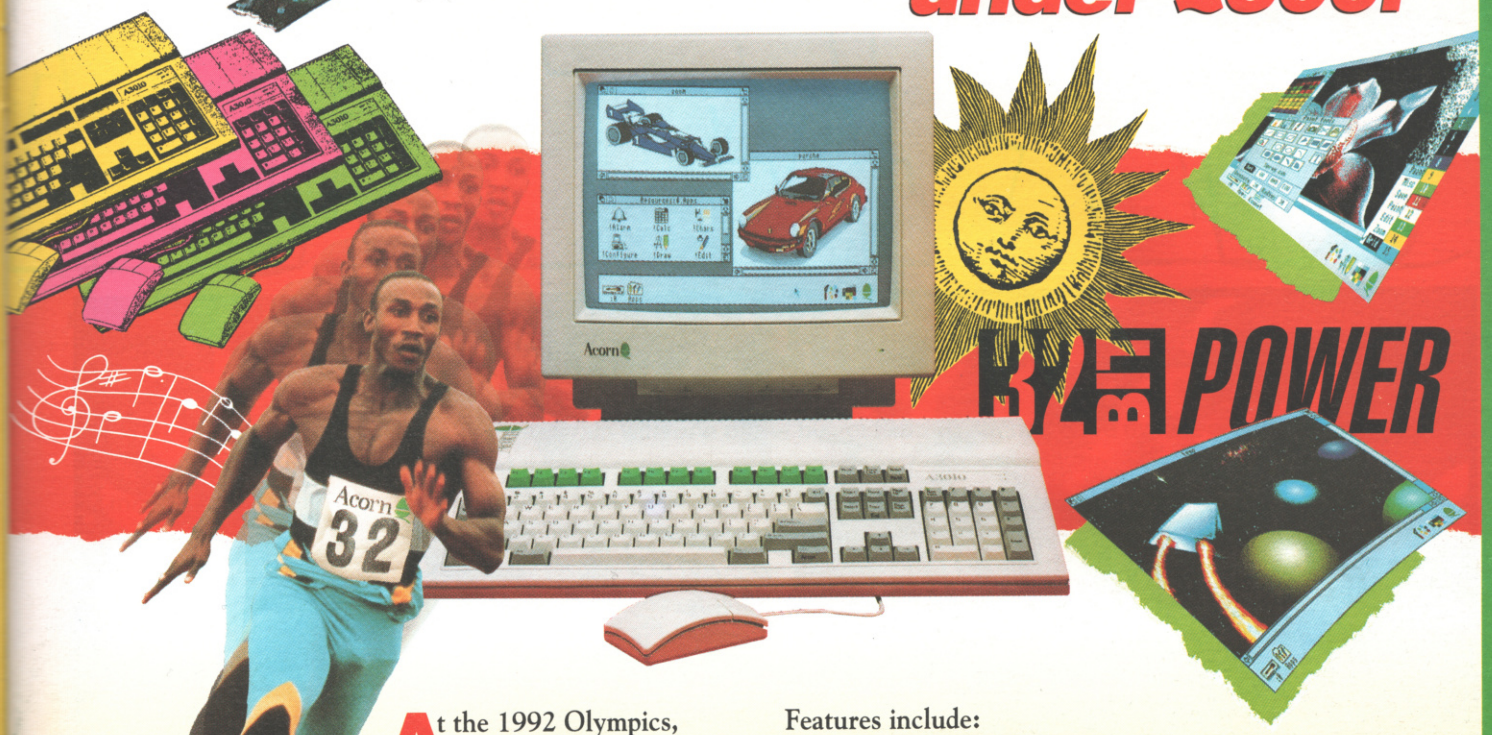
0839 500842

WIN A WONDER MEGA!

The Wonda Mega is quite possibly the most brilliantly designed and sought after piece of console kit on the planet, and now you can win one courtesy of the Hotlines! This super spanky combo of Megadrive and CD-ROM combined is an awesome piece of hardwar. Not only can you play every Megadrive game under the sun, but with the flick of a switch you can enjoy quadraphonic compact disk quality audio and incredible CD games with more megabytes than you can shake a stick at! All that's separating you from this phenomenal prize and gleaming gaming glory is a telephone call - so dial that magic number NOW!

If you're under 18 make sure the person who pays the phone bill gives permission for you to make the call. Calls cost 36p per minute (off peak) and 48p per minute (peak rate).

First out of the blocks – 32-bit power from under £500!



At the 1992 Olympics, Britain's Linford Christie beat all comers in the 100 metres final, to win the gold medal in under 10 seconds.

Acorn, too, has left its competitors standing by launching its new 32-bit computer range – starting from under £500.

The new computers, from a family learning and entertainment centre to the comprehensive home office, are awesome in speed, power and ease of use. Indeed, they are in a class of their own.

The Family Solution, at just £499 including VAT, has at its heart the Acorn A3010 32-bit RISC computer, offering a wide range of applications and software simply accessed via the system's multi-tasking windows and icons, in colour. With joystick support and hundreds of available games, family fun takes on a whole new dimension!

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THAT'S RIGHT - THE MACHINE AND THE GAME!

INCREDIBLE! CVG hits the jackpot yet again with one of the biggest competitions you've ever seen! To celebrate the Official UK release of the game and the Super Nintendo Streetfighter 2 machine bundle, the world's greatest games mag is giving away TEN mega machine packs - and you could be the spawny get who wins one!

Streetfighter 2 should be officially available in the shops by the time you read this, which means everyone can experience the phenomenon which is sweeping Britain with the game the CVG boys vote Best Console Game Ever! Now we're giving away ten Streetfighter packs - Super Nintendo and the game - worth ONE THOUSAND SIX HUNDRED POUNDS!

So what do you have to do to walk off with your very own Super Nintendo and Streetfighter 2 cart tucked under your arm? Well, this must be the simplest compo we've ever devised! All you have to do is send us the best looking envelope you can - so utterly brilliant that the postie will be proud to deliver it to CVG Towers!

Paint it, colour it, do whatever you like - just make sure it's the best Streetfighter 2 envelope in the universe, so utterly brilliant that we're going to go bananas when we see it. You don't necessarily have to be a great artist either - just as long as your Streetfighter efforts send us spinning! We want to be gobsmacked by your brilliance, and the ten best envelopes walk off with the prize! So grab your scribbling kit and fire off those amazing envelopes to:

MY TROUSERS HAVE EXPLODED AND I STILL WANT STREETFIGHTER 2! COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Closing date is November 14, after which we'll pick the ten best and dish out those prizes!

IMPORTANT NOTE: Make sure our address is easy to read on the front of the envelope, or the postman will just throw it straight in the bin and we're not going to blame him one jot. Also, make sure there's nothing rude or stupid too - because it's Instant Disqualification if there is. Apart from that you can draw what you like, as long as it's bright and brilliant. Special note: remember to put your own name, age and address on the back - or we won't know where to send the prize!

Your trousers have probably disintegrated in all the excitement, but remember that all the usual CVG competition rules apply, which means you can enter as many times as you like provided you're nothing to do with EMAP, Bandai UK or the Paul Rand fan club (annual subscription £10). The Editor's decision is Final and anyone who phones up to find out the results before we print them will be instantly disqualified. Small print hint: CVG is the greatest games mag in the world, and anyone who gets that onto their envelope stands a bigger chance of winning. Don't tell anyone else, though...

CVG WORLD EXCLUSIVE

SONIC

MEGADRIVE

PLATFORM

BYSEGA
£TBA

If you go down to the woods today you're sure for a big surprise, if you go down to the woods today you're in for a BIG surprise - 'cos Sonic is back and he's better than ever! Unfortunately, we're not able to tell you exactly what the plot is - but there's a very good reason for this. CVG is so hot we scooped everyone to grab the game first, and all the instructions are at this moment known only to the Japanese developers! What we do know is that Sonic's pals have been kidnapped once again, but a small fox named Two Tails has managed to escape the net of the doc and has now joined forces with the almighty Sonic! So you'd better warn air traffic control - there are going to be some serious sparks flying soon

Top marks to Sega for coming up with plenty of original twists and turns to keep Sonic head and shoulders above the rest! The most impressive, not to mention enjoyable part of the game is the Bonus Stage - those high speed two player thrills and spills are simply amazing and will have you up 'till the early hours of the morning! At first glance Sonic may not look radically different to the original, but it packs a ton more punch than Bluey's first outing. The levels are absolutely massive, with so much to do and so much to find that you'll bust a gut trying! I wasn't really a fan of Sonics first effort but Sega have worked wonders with this and there's certainly enough here to keep everyone happy!

PAUL ANGLIN

GO ON GET IT

Most of the items in Sonic 2 are exactly the same as the original - but beware, if you're playing in two player mode all the items screens are just question marks, so it's just a case of hit and miss really. The real bummer is that one of the items is a widget which, if you're unfortunate enough to collect it, will dump you right back to the beginning of the level. Watch out for it!

STUNNING BONUSES

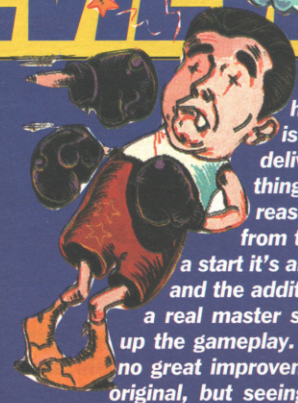
The most graphically impressive part of the game is undoubtedly the STUN Runner type bonus stage which has Sonic and Two Tails running down a tunnel at warp speed, collecting rings and generally having a good time. The 3D effect is quite staggering and the screen really shifts at an amazing 3D lick. The best bit is running up the top of a hill and careering down the other side as Sonic World stretches out into the distance! It's an absolute laff riot and some of the best two-player head-to-head hilarity you'll find anywhere!

LET'S SPLIT INTO TWO, TAILS

One of the main selling points of Sonic 2 was the two player mode, which from the very start was going to be achieved by a split screen effect - one player controlling Sonic and the other with the reins of Two Tails. This gives a real competitive edge to the two player mode and is a real novelty to boot. The computer splits the screen horizontally in two and squashes up the graphics a tad to accomodate all this high speed hilarity, and whilst it does take a while to get used to it really does work!

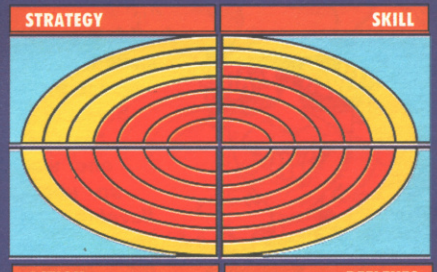
REVIEW

Knock Out! CVG

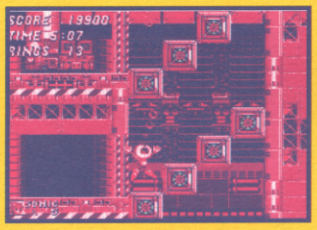


After all the hype Sonic 2 is here at last - delivering everything you could reasonably expect from the game. For a start it's all a tad faster, and the addition of Tails is a real master stroke to beef up the gameplay. Graphics are no great improvement over the original, but seeing as the first game's were about the best you'll find that's no bad thing! Sound is ace too - the tunes aren't quite as memorable as the first game, but they're excellent nonetheless and compliment the game very well. On first impressions the game won't drop your jaw, but get to the bonus stage and it will! The STUN Runner-type effect is a real programming feat, and luckily you can choose it as an option to play whenever you want! The only thing which lets Sonic 2 down slightly is the difficulty, initially it's not that much harder than the first game, but things do improve on later stages. It's better than the first game, not enough to induce an adrenalin overload, but more than enough to keep everyone happy! A fine game.

TIM BOONE

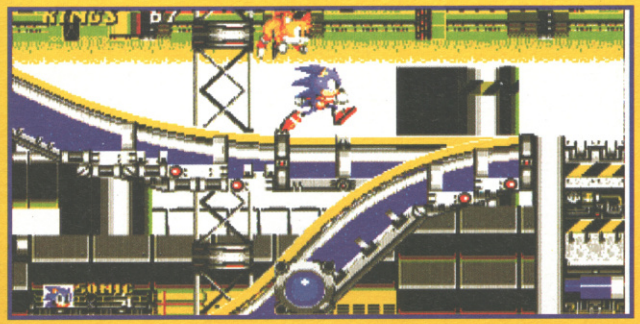


GRAPHICS	%	94
SOUND	%	93
GAMEPLAY	%	94
VALUE	%	76



LOOK AT THE SIZE OF THAT

Another improvement in Sonic 2 has been made in the level size and complexity. On a great deal of levels you can swim underwater, fly through the air with the aid of a springboard or just be boring and walk along it. This means there's much more in the way of secret little passages and bonus rooms, and we're certainly not about to tell you where they are!



DID YOU KNOW..?

One feature of Sonic 2 which remains in the sequel is the appearance of those poles with the little balls on top. Just in case you're a sad person and don't know what they're used for, every time you pass one the computer remembers your position and you get to start there should you lose a life. Rather excellent, eh?

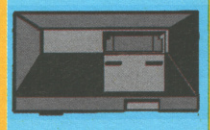
CVG WORLD EXCLUSIVE

SONIC 2

MASTER SYSTEM

PLATFORM

BYSEGA
£TBA



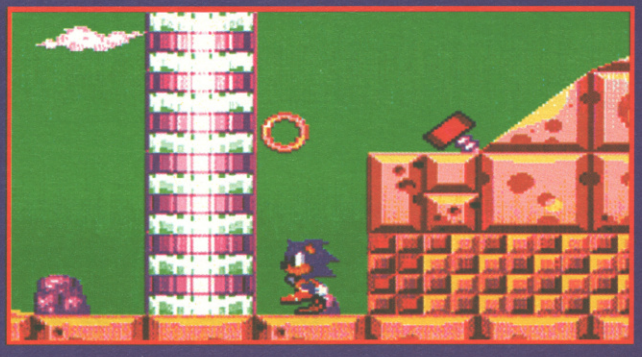
Sonic is back! And this time, he's got a pal! His name is Tails, and he's a fox with, surprise surprise, two tails. So what's the story this time round, eh? Well, we just don't know - this game's so hot that the only folk who currently know the plot are Sega Japan themselves! But what we can figure out is that Tails has been spirited away and it's up to our spikey blue hero to save the day by racing through the many levels, avoiding the baddies as you go! This is the game that Sega-owning freaks have been gagging for ever since it was announced - and CVG scoops the lot with the first Review of this long-awaited sequel. Take it away, boys!

I didn't really know what to expect from Sonic 2 - the first one was an unbelievable feat on the Master System and it was always going to be a difficult task to even match its brilliance. Now we've got the sequel, I can honestly say that this one is even better than the original! Graphics are simply stunning - loads of different levels, each one looking as good as the last, and the Sonic sprite has been spruced up and really looks the bizz! Sonic 2 is essentially the same as before, but bigger and more difficult, and the inclusion of such extras as the underground carts and hang-gliders just add even more to the overall package. Sonic is back with a vengeance; grab this one the second it appears in the shops!

CVG 024 **PAUL RAND**

SO HOW ARE THE OTHERS SHAPING UP?

So you've seen the Master System version of Sonic 2, but what's the score on the other versions of the game? Sonic on Game Gear is looking very good indeed. Similar to the Master System game, this one's packed with all the features you loved from Sonic's first excursion, but bigger and better than ever! And as for the Megadrive version - cor blimey, guvnor! A complete overhaul of the first game is what Sega 16-bit owners can expect. If you've been reading CVG lately you'll know that there's now a split-screen two-player option in there in which one player controls Sonic while the other takes on the role of his best pal, Tails! It's looking unbelievable, and we'll be bringing you the definitive Megadrive Sonic 2 review next time around!

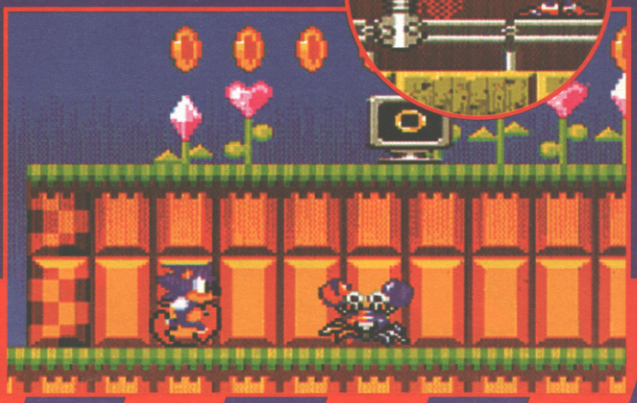


ALL GOOD THINGS COME IN THREES

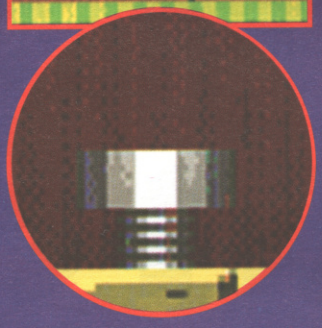
As in the first game, Sonic 2's levels are split into three stages, with the hard hedgehog having to do the running around and collecting rings stuff in the first two before confronting an enemy in the third. Once he's beaten the end level baddy a big metal exoskeleton appears to release the kidnapped woodland animals, which hop away merrily as if nothing has happened. Aahh!

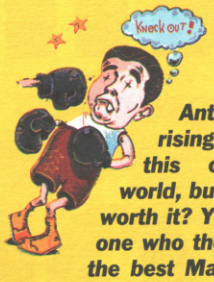
SSH - IT'S A SECRET

You know there were stacks of secret rooms in the first Sonic The Hedgehog spectacular? Well this time around, there's even more! Some of the bricks on each of the levels look different to others, and these are the ones which can be smashed by spinning into them. Do this to find more rings and extra TV power-ups - and also to brag to your mates that you've found a section of the game that they know nothing about!



REVIEW



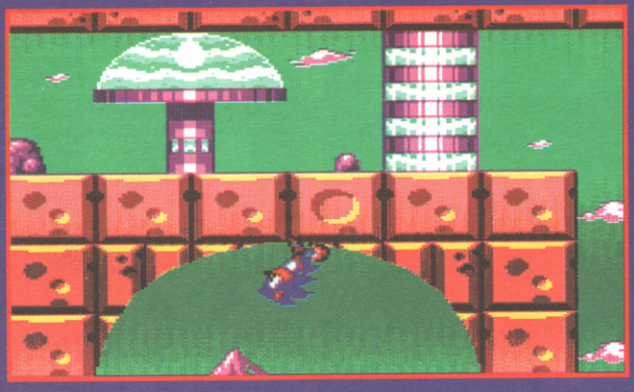


Anticipation has been rising to fever pitch for this cart around the world, but has the wait been worth it? You bet it has! Anyone who thought Sonic 1 was the best Master System game ever and was worried Sonic 2 wouldn't be up to scratch can put themselves out of their misery right now. For a start this is even faster than the first game, a clever screen layout means the fairly minimal number of enemies doesn't hold up the action one jot. Graphics are excellent - the main Sonic sprite has been touched up a tad for better definition and the background colour scheme is more impressive than the original. Most important aspect is the gameplay, though, and this is an improvement on the first through the sheer speed of the game and size of the challenge. I did think the idea of rescuing Tails was a right cop-out, but this is an 8-bit machine after all - and what you get with Sonic 2 is the best that can be done with the machine. Top stuff.

TIM BOONE

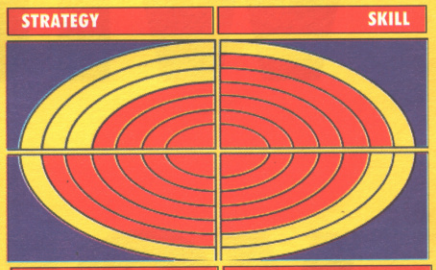
DASTARDLY DOC IN DO-GOODER DRAMA!

Robotnik wasn't the nicest of chaps in the original Sonic game, but it seems that he's gone through a bit of a character transformation in the sequel! The good doctor crops up at opportune moments to help Sonic out in times of stress - for instance, just as our hero is about to fall into a quite nasty lava pit in the first level, up pops Robotnik to snatch him away from the danger and carry him to terra firma. What a boy, eh?



ALL SORTS OF OBJECTS

Sonic is one hard and fast hedgehog, sure, but even our spiny hero needs a bit of a helping hand sometimes. Which is why, dotted around the stages, are little television screens which, when Sonic spin-jumps onto them, provide helpful stuff to give our lad a bit of extra oomph! Pick up sparkly stars to make him invincible for a short time; grab Sonic faces to give our boy an extra life; collect TV rings to be rewarded with ten, erm, rings; all this and more can be found - if you know where to look!



GRAPHICS	%	94
SOUND	%	90
GAMEPLAY	%	92
VALUE	%	91

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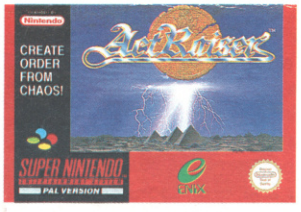

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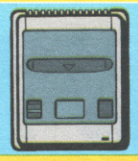


Bart Simpson doing his homework? Now there's a turn-up for the books! But yes, he's got a project to finish, so he's slaving away well into the night in an attempt to get it done. But the later it gets, the wearier Bart becomes until he slumps over his papers and dozes off into a dream. And what a dream! The pages of his project are blown out of the window and Bart must retrieve them, otherwise it's curtains for young Simpson in class in the morning. So pick up the joypad and become the tenacious ten-year old in what has to be his wackiest adventure yet!

Don't have a cow, man, but this latest Simpsons game really is the tops! Bart's Nightmare incorporates a whole load of different game styles and famous Simpsons characters, all of which come together to create without doubt the best Bart license yet! Sure, we've seen it all before, but there are in effect six different games on this cartridge, each one well worth playing - my personal favourite has to be Itchy And Scratchy, as it captures the feel of the mad cat and mouse duo perfectly; you'll crease up when you see Itchy run onto the screen with an enormous bazooka! Graphically, Bart's Nightmare is a treat - the characters look and act exactly as they do in the cartoon, which only adds to the overall atmosphere, and while sound isn't incredible, it more than serves it's purpose. It might be nightmarish for Bart, but you'll be in a dreamland playing this game. It's just a pity there isn't a McBain game - how about it, Acclaim?

PAUL RAND

"THEY FIGHT, THEY FIGHT,THEY FIGHTAND-FIGHTANDFIGHT, THEY FIGHTANDFIGHTAND FIGHTANDFIGHANDFIG HTANDFIGHT.....THE ITCHY AND SCRATCHY SHOW!"

ITCHY AND SCRATCHY

Bart has stumbled into an episode of his favourite cartoon - The Itchy And Scratchy Show - and he's the poor soul attracting the attentions of the homicidal cat and mouse duo! Armed with a mallet, Bart has to hit the loony 'toons over the head - not easy, as they're both heavily armed with the likes of bazookas, flame throwers and even carving knives! Bartholomew, in retaliation, can attack his foes - which also include exploding light—bulbs and fire-breathing vacuum cleaners - with an assortment of goodies which include fire extinguishers, sucker-guns and exploding cans of cola!

TEMPLE TOMFOOLERY

The boy in the hat is back! Except, he hasn't got a hat on! Yes, Bart takes on the role of Indy - actually, Idaho Simpson is how he's known - to find the missing homework in the Lost Temple Of Maggie! Blue demons stalk our hero, and some of the blocks he stands on crumble away and cause the kid to fall into the fiery depths! But there are eggs to collect which give Bart another go, and the knowledge that, if he gets to the end, he receives another piece of his project and a better grade at school!

THANKS...
to Shekhana Consoles (081 340 8565) for the review cartridge.

BART'S TEMPLE OF DOOM!

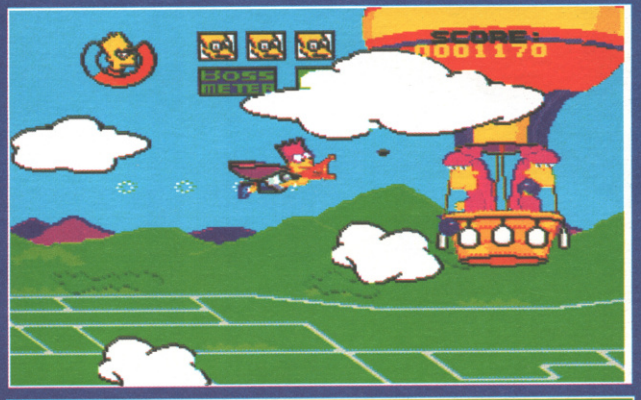
BART'S BLOODSTREAM

Now this is weird! You're inside your own body, bursting rogue viruses with your hand-pump and picking up Smilin' Joe Fission along the way, in order to break the forcefield and collect a page of your homework! There are two types of nasty virus - the British Tommy Virus and, in the pointed hat, the Von Gut-U Virus. If Bart touches either of them, or should he be hit by their bullets, it's curtains for the youngster. Oh no!

THE SIMPSONS BART'S NIGHTMARE!

Bart's had a pretty raw deal on the games front, with just about every adaptation of the spikey-topped one's antics failing to capture the atmosphere of the series. Thank Groening, then, that this one's totally fabulous! Practically every character from the show appears, to do battle with Bart in his dreams. The brilliant humour contained in the cartoon has been injected into the game in abundance, from the chilling reptilian scenes of destruction with Bart's mum as Momthra - a huge flying insect with Marge's head - to the toxic belching of Barney Gumble, who attacks you astride a cross eyed flying pink elephant! The whole package is like watching an episode of the Simpsons for real, especially when you get sucked into the Itchy and Scratchy show and the threesome dash around the screen, bashing each other with hammers and bazookas! If you haven't got Sky and refuse to pay a tenner for two episodes of video, Bart's Nightmare is a great substitute!

STEVE KEEN



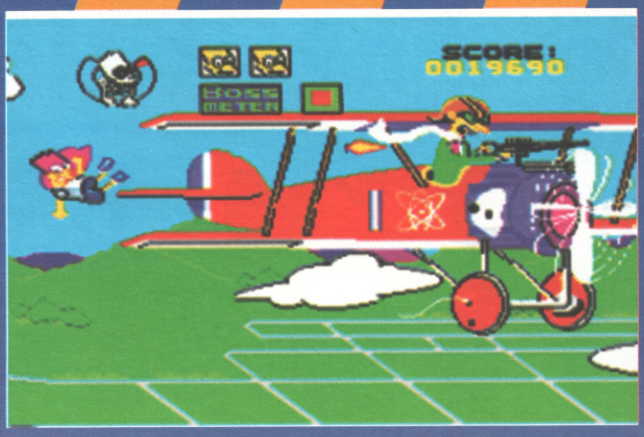
BATTY BARTMAN BLUES

Mild-mannered Bart Simpson he may not be, but in his dreams the lad becomes Bartman, righter-of-wrongs and doer-of-daring-deeds. Bartman must fly high over Springfield, using his high-powered catapult to put paid to some of the meanest guys ever to hit the town! Take on Sherri and Terri in a hot-air balloon, belchin' Barney Gumble astride a boss-eyed pink elephant, snidey Smithers in a dart-hurling Zeppelin and, perhaps the nastiest nasty of all, Montgomery Burns in a WWI plane!

BARTZILLA BRILLIANCE!

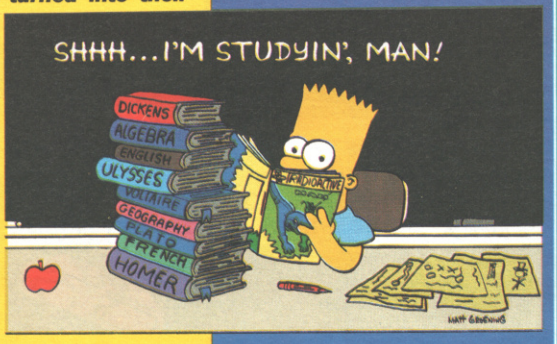
Fight against the family as the huge, green monstrosity which is Bartzilla! Stomp through Capital City, dealing out death and destruction to the National Guard who attack in tanks, choppers and planes, then tackle the mighty Momthra and Homer Kong. Shoot lasers from your eyes and breathe massive flames at the baddies - and stamp on power stations to clear the screen of enemies. Massive graphics, massive thrills, massive fun!

REVIEW



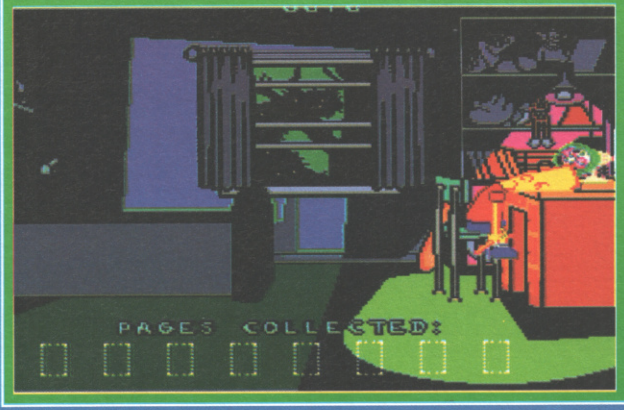
After the rather flat Bart vs The Space Mutants I was a little apprehensive about another game starring the yellow-skinned underachiever. Thankfully though, this is a totally different story. Bart's Nightmare didn't look too great at first, the stroll-along-the-street-dodging-things gameplay just didn't really appeal, but that was before I realised that it was only a tiny part of the game. Bart's Nightmare is absolutely stuffed to bursting point with sub-games, some of which could even be turned into their own game - especially the Itchy and Scratchy Show. The hilarious feel of the cartoon has been captured perfectly and the inclusion of all the different Simpsons characters such as Barney Gumble, Smithers and, of course, Itchy and Scratchy, lends a real cartoony atmosphere to the proceedings. All in all, the best use of the Simpsons yet. Bart vs The Space Mutants? Eat my shorts!

PAUL ANGLIN



CATCH SOME ZS!

Bart's got to stay asleep for as long as it takes to find all the pages of his project, but if he comes into contact with the nasties in Windy World, he loses a 'Z' and, should all his Zzz's be depleted, he'll wake up. Floating around Windy World are little blue Z's which can be added to your Sleep-o-Meter by blowing bubbles at them - aim to get the Z in between the 'goalposts' of the meter, otherwise it won't go in and you'll have wasted a bubble!

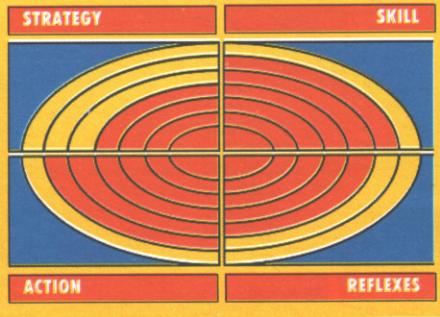


UNDER ACHIEVER .....AND PROUD OF IT!

WINDY WORLD

Before Bart can attempt to grab a piece of his project, our hero must first take on the perils of Windy World. To enter a sub-game, jump on a page (which you'll see blowing down the street), but avoid the many obstacles that attempt to wake you from your dream. Disembodied Jeremiah Springfield Heads trundle along the paths; Lisa Fairies sprinkle magic dust and turn Bart into a frog; Principal Skinner puts the boy Simpson in a blazer and tie and forces him to behave for a while - just a selection of the nightmarish happenings Bart can, and will, stumble across in his quest for that magic A-plus!

GRAPHICS	%	90
SOUND	%	83
GAMEPLAY	%	90
VALUE	%	89



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Lots of levels await your whipswinging presence, and they're pretty difficult to master!
OVERALL 93%

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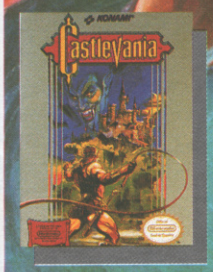

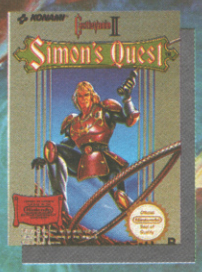

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CVG REVIEW

MEGA CD

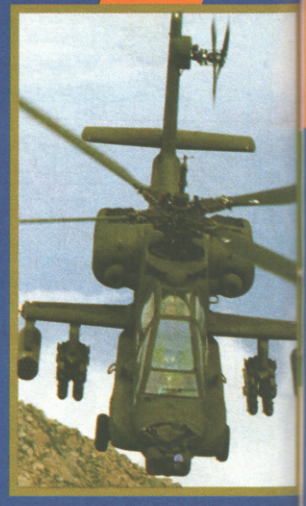
SHOOT EM UP

BYWOLFTEAM
£50.00

There's not a lot that hasn't been done or seen in and around the streets of America - but helicopter warfare? That's a new one! The good old US of A has been swamped by enemy forces from the Grand Canyon to Easter Island, and all that stands between them and total domination of the world is you and your state-of-the-art Thunder Chopper. It's going to be tough, but being in control of a helicopter the size of a small battleship at least gives you a fighting chance!

Thunder Storm FX will blow you away when you see it moving. The scenes are breathtaking as the chopper pivots and swings in all directions. It hovers, moves around objects and turns on a sixpence to squeeze inbetween buildings and down streets. The game is incredibly fast, with loads of craft to destroy including tanks, gun emplacements and bombers. Although FX looks smart there's not a lot in the way of playability. For a start, most of the flying is done by computer and you don't control the helicopter at all - you only need change it's direction when told to or when the arrow at the bottom of the screen flashes and points you the correct way - all you're really controlling is the cursor in the centre of the screen that directs your fire. Also, the enemy don't change their attacking patterns, so it's simply a case of learning where the next fighter's coming from and putting the cursor there, ready to fire. As it stands, Thunder Storm FX is a lot of fun, but don't expect to be playing it forever.

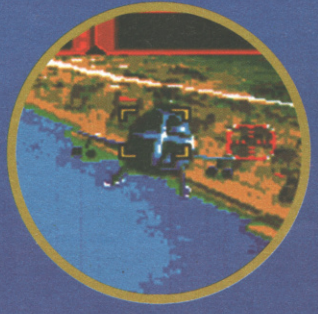
STEVE KEEN



THUNDERS

CHOCKACHO CKACHOCKA

There's no denying that Thunder Storm's graphics are well tasty, but what really grabs you by the throat are the incredible sound effects in the game! There's tons of sampled speech which screeches out telling you which way to fly, and the explosions and sounds of the helicopters tearing through the skies are phenomenal!



PHUDAPHUDAPHUDAPHUDA

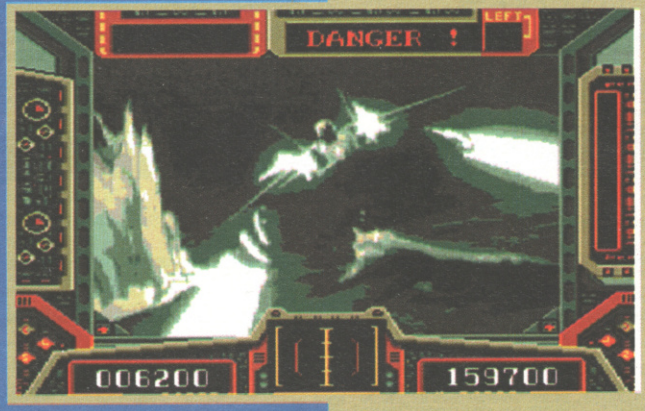
Thunder Storm's a hard nut to crack, but you can make things easier by changing the speed of the homicidal attack vehicles. On the other hand, if you then find the game a touch too easy at the bog standard tortoise pace, you can also turn off the automatic sighting and locking system and just fight with the cursor sight.

WISSAWISSAWISSAWISSA

FX is armed with the latest multi-round Vulcan machine-guns for close quarter blanket firing, and smart homing missiles. When using the Vulcans you'll have to wait till you see the whites of their eyes before shooting, as the guns can only fire a certain amount of rounds before stopping to reload, leaving you momentarily defenceless. There's also a sight that locks in on your targets, turning from yellow to red when they're in range. Well handy, eh?

THANKS...
to Cambridge Consoles (0223 211733) for the the CD used in this review.

TORM

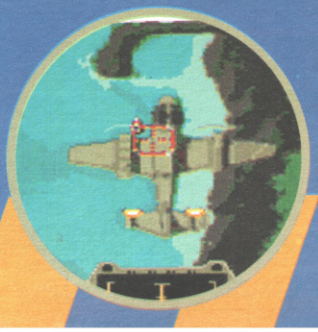


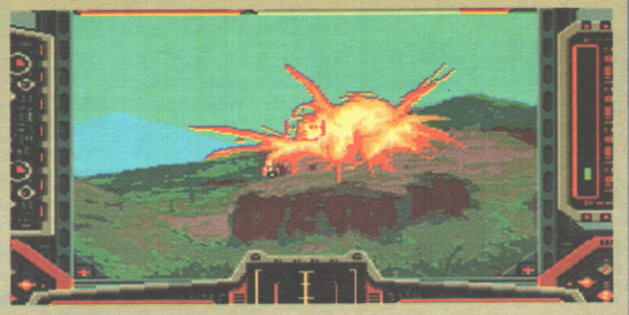
CHOPPACHO PPACHOPPA

The battle kicks of in New York as a whole squadron of enemy helicopters fly out of the sun at you. The first two use the Statue Of Liberty for cover before you send them packing with a few well placed rockets. All kills are accompanied by spectacular thermo explosions, and if you should take a hit the computer switches to an outside view and you'll be 'treated' to a brilliant animation showing the missile ripping through your bird amidst plumes of fire, smoke and debris before it splashes down.

SHUKASHUKASHUKASHUKAS

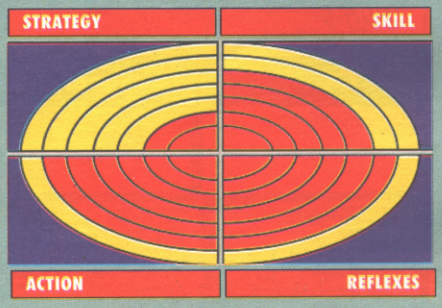
The FX can perform some stunning aerial manoeuvres as it heads down into the Grand Canyon dodging falling rocks and stone towers. The way the helicopter skims along the battlefield's surface and shoots past enemy battleships reminds you of the high speed X-Wing fighter attack on the Death Star in the Star Wars movie. In some scenes you'll actually see heat-seeking rockets race towards you, forcing you to dodge and send them skimming past underneath your belly. Brilliant!





Blimey! When I first saw Thunder Force FX I nearly dropped a load in my shorts, then when I played it I did! Graphics are superb - you won't believe your eyes as explosion after explosion covers the screen, falling bits of masonry and twisted metal hurtle past your cockpit and flak slices you machine in two, leaving it gutted and crippled on the deck. It sounds just as good as it looks, even though the computer pilot can't always tell his left from his right when he's giving emergency evasive instructions. You can forget about any scoring system with the game; it's so hard you'll be too busy trying to keep alive to notch up points. Gameplay is shallow, yes, but when it comes to the crunch, this is the kind of game Mega CD owners have been waiting for - and when you think that Thunder Storm FX only scratches the surface of the Mega CD's potential, the future looks very bright.

PAUL RAND



GRAPHICS	%	92
SOUND	%	89
GAMEPLAY	%	67
VALUE	%	69

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YOB'S MAILBAG

BLURRRRRRPPPP! Welcome to another slice of life and laughter with Yob's Mailbag, chock full of the upchuck you lot keep bothering me with. This time I've scooped the bottom of the birdcage to come up with another slightly rancid pile of pigeon poop you lot dare to call letters. Think you can match my standards of wit, wisdom and unpredictable putdown? Fire those wasted stamps and their sad adhesions off to your Mailbag Maestro at OLIVER REED IS MY HERO, YOB'S MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, you could win ONE HUNDRED POUNDS if your letter is good enough, and a good kicking if it isn't...

IT ITCHES WHEN I SIT DOWN

Dear YOB,
I must be your greatest fan. I always turn straight to your Mailbag. I am really pleased that you insult people exactly the same way as me, so maybe we should be partners! You know, YOB and Barber's Insultations Mailbag. How about it?
Josh Barber
Kent.
PS Print this letter or die loser!

YOB: I've got a better idea. Instead of the Consoletation Zone with Patrick Moore on the telly, how about an Insultation Zone with the almighty YOB? This is where sad and lonely people like you stand around looking lost while I tell the world you look as if somebody's just shoved a pound of raw onions up your bum. It's great because you get to wear the Jerkuality headgear and my face appears on this massive screen as I collapse in laughter at the mere sight of your shambling sadness. Who knows? I may even get to award the Golden Jerkstick to the biggest space waster of them all. How about it, Channel 4?

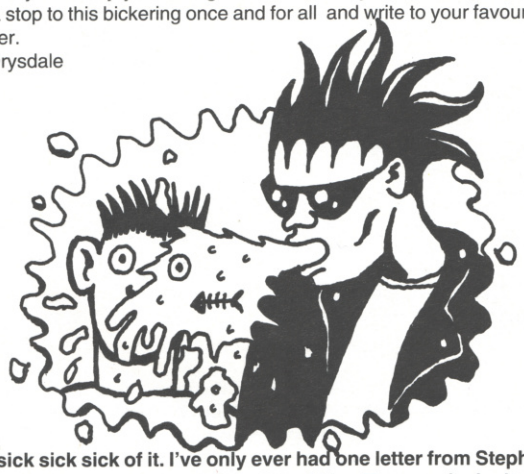
I CAN'T STOP SCRATCHING IT

Dear YOB,
I am from Lebanon. COG is sold out here and I buy it Wherever I can find it. But it is one month late eg: I got the May issue in June.Here are my questions:
1. Could you make CVG arrive quicker?
2. Is there going to be a coloured Gameboy?
3. If there is, will the old Gameboy carts fit on them?
4. When exactly will Sonic 2 be out on the Megadrive?
5. Is there any word on the Ultra SNES?
6. I've got a US Super Nintendo and I've got Super Mario World, WWF and Home Alone. I am allowed to but two more games. Which would you buy out of the following list: Streetfighter II, Turtles IV, Hook, Robocop 3?
7. Will there be a WWF 2 on the SNES?
Steven Richard
Lebanon.

YOB:
1. Yup. I'll just get my mate GOB to eat a dozen dishes of Vindaloo Surprise, insert the issue carefully, take aim and blast it across.
2. Yup. It'll be pink with green spots on.
3. Nope.
4. November 24, precisely.
5. If you mean the Super CD, it'll be out next year.
6. Streetfighter II.
7. Bound to be, but no firm plans as yet.

IT HAPPENS WHEN I'M WATCHING TELLY

Dear YOB,
I'm sick sick sick sick of it. I've had enough of all those prats who write in and waste your time saying "my console's better than your computer." Surely there must be more people out there who are getting more than a touch fed up with this especially over the past few months. I own a Megadrive but I enjoy playing my friend's Amiga and my other friend has a Super Nintendo which is great. I have had almost every single computer out from a BBC (well maybe not) to a C64 and every one I enjoyed having. So come on all you sensible people out there put a stop to this bickering once and for all and write to your favourite man the YOBster.
Stephen Drysdale
Scotland.



YOB: I'm sick sick sick of it. I've only ever had one letter from Stephen Drysdale of Scotland and already I'm sick of him. Then again, isn't everyone?

ALL MY FRIENDS THINK IT'S A JOKE

Dear YOB,
In your recent issues 128 & 129 I noticed that in Streetfighter II the screenshots showed some of the fighters names had been jumbled about. Eg: Balrog's name was changed to M.Bison on the screenshots but in the captions written by the CVG boys gave Balrog his real name. I also noticed that Vega (the Spanish one) had his name changed to Balrog. I also noticed that M. Bison's new name was Vega. So does this mean that Capcom have made a right bodge up in the making of the game? Please tell. To finish this letter off please will you give me some advice. Between now and February of next year I will be saving up all my money in order to:a. Buy a couple or a load of brilliant new Megadrive games coming out, or b. Spend the cash on a Super Nintendo and Streetfighter II.For the official UK release of Streetfighter II on the Super Nintendo do you think they will sort out the names of the fighters?
Graham Slee
Bristol.

YOB: Nobody bodged, but somebody bottled. Somebody at Capcom obviously decided that the name M. Bison for the boxer sounded a little too similar to Mike Tyson and changed everything around. Quite why they did this nobody knows, but there it is. So, now that's all sorted out the question is this: when are you going to sort your life out and stop bothering me with obvious questions like that? Anyway, to answer the others:
a. Good idea.
b. And another one!

THE PILLS JUST MADE IT BIGGER

Dear YOB,
I think CVG is a cool magazine and read it a lot. I picked up another magazine (shame on me!) called **(can't read the writing - YOB)** and their top prize for the best cheat was £25 compared to your £150! Plus their reviews in general were low in standard. Here's some tips on how to improve your great mag:
1. I am a Master System owner and I was wondering if you could do more reviews for it please.
2. Why don't you do a full review of Streetfighter II Champion Edition showing all of the moves of each of the World Warriors. I know other magazines have done this on Streetfighter II, but this has some new moves in it. I know that my friends and I plus lots of other people would love it.
3. Could you start up an arcade Cheat Mode - if you don't already have one - for such things as the freeze on Streetfighter II.
4. Why are Master System games so easy? My friends and I are only average gameplayers but we can finish most games in about two weeks. We don't have enough money to keep on buying games that can be finished too easily however good reviews they get.
This morning I brought your June issue of CVG. The posters and the Streetfighter II info was great. I've already got Arnie staring down at me from my bedroom wall.
Peter Nicholls
Australia
YOB:
1. We Review everything we for the Master System - and if it's not there we can't Review it. Simple, eh?
2. What about the Streetfighter Guide? Do you still want more? Write in and tell me!
3. We're looking at that right now.
4. Try Ninja Gaiden. Better still, why not upgrade to a Megadrive and stop whining to me?

NO, DON'T TOUCH IT THERE!

Dear YOB,
In a recent issue Kwasi Mensah was slagging all the Amstrad owners. I own both an Amstrad and a Megadrive and I would like to point out that some Amstrad games like Laser Squad and Lord of Chaos are better than several of the Megadrive games I own. Also, if an Amstrad owner and a console owner buy a crap game whose bank account does it damage the most? If Kwasi likes annoying people so much perhaps he should change his surname to Modo and ring bells in the street at two in the morning.
Danny Graham
Scotland.
PS Don't you feel sorry for all those sad people called Kwasi who live in Brixton?
YOB: At least he doesn't live in Scotland playing five-year-old Amstrad games all day...

STRAY DOGS FOLLOW ME HOME...

Dear YOB,
First things first. I really love reading all the games reviewed in your mag and hope you keep it up. Also last summer we (me and my family) went to Townwsville (North Queensland) for our Annual holiday and a very funny thing happened. After boarding the plane home the hostess came around to check our luggage and seat-belts etc. **(Zzz - YOB)**. The bloke sitting next to me had an Esky (like a portable fridge) and the hostess asked him what he had in it. **(Zzzz - YOB)**. "Crabs," he said. "I caught them today they're still alive and I want to cook them fresh tonight. (He lived in Brisbane and had been on a long crabbing holiday in Townsville). **(Zzzzz - YOB)**. Anyway she took the Esky back to her section and told him that he could have them back when we got them home. **(Grunt, scratch, fart - YOB)**. We were five minutes away from departing the plane when across the PA system came the message "Would the man who gave me the crabs in Townsville come to the rear of the plane so I can give them back to him!" Well, I've never heard so many people laugh so hard - I think the plane moved. **(Mumble mumble, roll, mumble - YOB)**
Philip Coghetto
Australia.
YOB: Why don't we all move to Australia and live excellent lives?

THE NURSE COULDN'T BELIEVE IT

Dear YOBBO,
I reckon I'm the greatest games hero. Why? Because I've finished every console game I've ever played. How? I've never played any console games I own a PC!
Vikram Chinduluri
Thickoland
YOB: Have you considered swapping it for a brain?

YOU SHOULD HAVE SEEN IT IN THE WAITING ROOM...

Dear YOB
What the hell is happening? **(Good question - YOB)**. I am a proud owner of Mega Drive and would like to see Sega get off their backsides and try and get a few decent coin-ops, such as Cave Man Ninja, Final Fight or Street Fighter II all of which are out on the SNES. If this carries on, I'm going to throw my Megadrive in the lake and get a SNES, just because of all the decent coin ops coming out on it. Sega, if you don't wake up soon you are going to be left behind.
SAM THOMPSON
Romford
YOB: The decision, of course, for which arcade games end up on which particular home format lies with the coin-op manufacturer. They may decide that a particular home machine may not be able to reproduce the coin-op particularly well, or they may simply ask for more cash than the home format's manufacturer thinks the license may be worth. You do have a point, though. Right now all the really big licenses seem to be snapped by Nintendo, but I've had a butchers at Sega's top secret Release Schedule and it's looking well hot. More snippets whenever I can be bothered.

THE INHALER KEPT GETTING STUCK

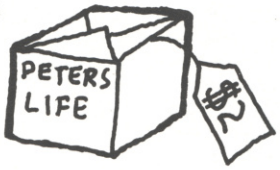
Dear YOB
I'm getting really peeved off with Megadrive and Nintendo owners complaining about whether or not their games should appear on the other format. I would like to see the likes of Mario and Sonic appearing on the Amiga. It's not as if the Amiga owners complain when games that have appeared on he Amiga come out on a console. Take for instance brilliant games like: Mega lo Mania, Lotus, Utopia, James Pond, the list is endless. Think about the games which have appeared on the Amiga first.
DAVID FELDMAN
Mill Hill
YOB: Well, I for one wouldn't argue with one word of what you've said. I'd argue with the bloody lot. How about the rest of you? Write in and tell his Yobness what you think and one of you might even win my fabby cash prize, or then again you may not.

I SIT THERE FOR AGES...

Dear YOB
All I can say is that I have never met such a shambling pile of bum sausage in my whole life. You obviously have an IQ of about -10. You probably use your hair to clean out your toilet and live in the skip. (Nah - you couldn't afford the rent).
RICHARD PORTER
Winterton
YOB: All of this may be true, but at least my surname doesn't sound like someone who makes his living carrying old people's plops around...

AM I A FREAK OF NATURE?

Dear YOB
I am here to complain about the cost of gaming with consoles at £149 and games near £50. How are people meant to afford consoles and games? I know that some games are harder but does that really justify paying £50 for them. One prime example of this are Neo Geo games, imagine paying £130 to find out that you would complete it over night. Hardware is too expensive as well - £300 for a CD ROM? Be realistic! Although you can swap and hire games you still have to buy the system first. Although some people might disagree saying that you are paying for the technology, I still think that the prices should be dropped by at least 10%.
PETER TACKAGE
Adelaide
Austrlia



YOB: Dear Peter, I am here to complain about the cost of life. How are people meant to afford cars and houses? I know some houses are bigger than others, but does that really justify paying £250,000 for them? Hasn't it entered your head that development costs on console and CD are astronomic compared to home computers? As software becomes more and more sophisticated, development costs soar with the size of programming teams and manufacturers have no choice but to pass it on or run at a loss. Although some people might disagree, I think you're about as much use as a jobbie in the picnic hamper on the family day out in Margate if you can't work that out for yourself.

THESE ARE HARD TO SWALLOW

ear Yob,
I think your Mag is the biz. The news, reviews, and competitions are great but what really does it for me is the design!! Whoever does it must be an extremely talented person with lots of academic qualifications (and I bet he's popular with the ladies as well.) Sometimes I don't even read the mag, instead I just let my eyes feast on the graphical gourmet, and the jovial juxtaposition of colours. It's ace!
JON BILLINGTON
Muswell Hill
YOB: Dear Jon,
Did you know you share the same middle name as CVG's very own Art Editor. Uncanny as it may seem, Jon's middle name is "Unfunnyturd" as well! Perhaps this explains why you're such a fan of his design, or maybe it's because you were late this morning too...

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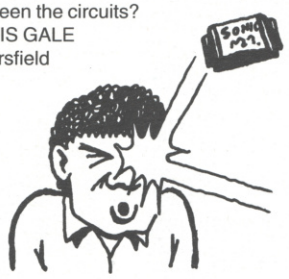
WARM YOUR HANDS FIRST

Dear YOB
I am at my wits' end with this jerk at school. He's called **(name deleted to protect the guilty - YOB)** and he thinks consoles are going to go "out" and PCs will dominate the games market. What a load of dog turd. Sure, they're good for sims, but nothing else. He even thinks your mag is crap and those sad 10493724 page PC mags are good fun and a laugh to read. I would be pleased if you could insult him for me. I would beat him to a mash of blood and tissue but that would prove there was something in it. Now for some questions:
1. How is it Sega keep up their constant amount of crap games?
2. Why don't consoles work after you've taken them apart and put Micro Machines between the circuits?
CHRIS GALE
Petersfield



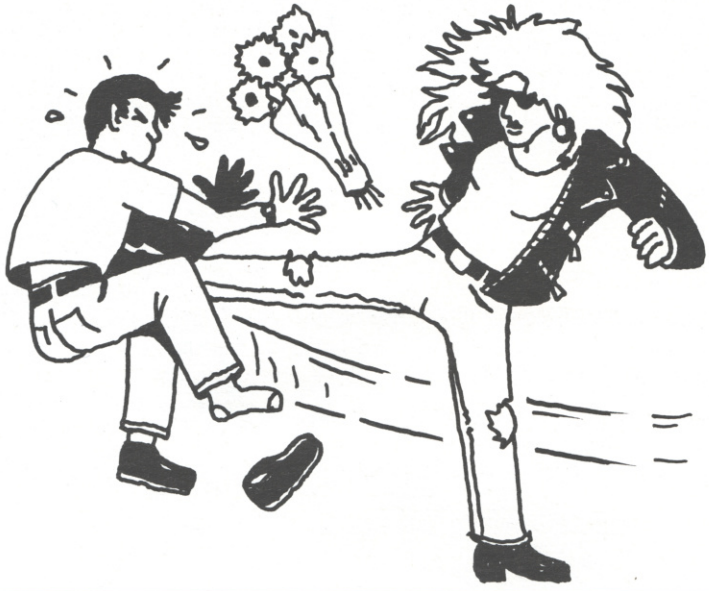
YOB:
1. Because you don't read CVG enough and therefore couldn't tell a decent Sega game if it hit you between the eyes.
2. Because their inbuilt Cretin Detection Chips register "Chris Dale - Positive" and the machine immediately shuts down.

AND NOTHING HAPPENS

Dear YOB
What is wrong with games companies these days? I have a Megadrive with twelve games which I think are smashing, but there is one thing which disappoints me about them - none of them is original! The programmers should at least put more variety into the games if not originality. They should also make more simultaneous two-player games (wouldn't it be fun to play Road Rash, Zero Wing or Starflight in simultaneous two-player mode)? Just recently I bought Zero Wing and enjoyed it very much, but I bet you that without the addition of the Tractor Beam and the "collecting-the-same-weapon-icon-seven-times-produces-the-mega-death-weapon" that I would get bored of it extremely quickly. Couldn't you write to these programmers and explain to them about the case of originality and maybe give them a few ideas of your own?
JON DO
London
YOB: Dear Software Producers,
Here's a quick idea for a game. It's an upside down backwards scrolling-shoot-em up called Do In Do in which you take control of this sad little character with a made-up name called Do and attempt to get rid of him however you can. Triouble is, he just won't go away and sticks around on the screen boring everyone's pants off all day. Maybe his brain could be the final end-level boss, which you can only take on once you've found it. What do you think? Bit of a winner, eh?

MY TROUSERS WON'T FIT ANY-MORE

Dear Sadie,
Not a high score this time but a letter asking a small favour. As I think you are absolutely beautiful, I was wondering if it would be too much to ask for a few photos of yourself as I cannot appreciate your beauty from the same photos. Thank you very much and I look forward to receiving your reply.
OMIR MURAT
Hatfield, Herts.
PS If you don't mind, would you send me the pictures of you in a swimsuit please. If you are offended I am sorry, it was meant as a compliment.
YOB: Dear Sadie,
Thanks for passing on sad Omir's letter for use in the Mailbag. It really is as funny and sad as you said...



I CAN'T SWALLOW THOSE POINTY PILLS...

Dear YOB
Not meaning to barge your innocence in any way, buit I would just like to ask if the meanies at Amstrad are going to push any more games on to the poor old 6128 which isn't getting much in the way of chips at the moment. Blowing the dust off my old favourites like winter games (old) and Road Runner (extremely old) I thoughtabout bursting your incompetence with an inkling of sadness about the deprival of my good old CPC. I was almost reduced to tears when WH SMITH took Amstrad games off their shelves to make way for Sega. And even the popular games store in town is reducing its stocks. It seemms that after the loss of the GX4000, Amstrad is not producing anything else. Misery is now then haunting me so don't now say that the Amstrad is crap and deserves what it gets. Millions of us Amstrad bereaversare looking in envy Sega, Atari and Amiga stocks so why is their so many games for their needs and not to ours. I know our graphics may not be great but over the past few years machines like the CBM64/128 which have the same quality graphics as our are getting more of the stock. Handerchiefs are piling up in my house, so don't be a loser and lob this will of testament in the bin, answer my needs.
THOMAS PEGG
Cheltenham
YOB: About the only person capable of answering your needs is an English teacher. Not only is your argument full of more holes than a chunk of Swiss cheese, but you seem to be entirely incapable of stringing two words together. May I suggest you buy the largest disctionary you can find and stuff it page by page into the only part of your body that makes any sense at all.

3 TIMES A DAY AFTER MEALS

Dear YOB,
We would just like to say how stupid that Sadie is in the High Scores section. She thinks she is so tough and where the hell did she get that gun (water pistol). We're not jealous, it's just that she looks so crappy with those rubber lips and that broomstick wig! I bet she doesn't even know what a computer is, I bet she only plays Pac Man on the Atari 2600! What is her problem? Why doesn't she just get a life?
KATE AND MEG
Walthamstow, London
PS Please, please print this letter!
SADIE: Dear YOB,
Thanks for letting me have a look at your saddest letter of the month. It is indeed as pathetic as you said and I agree that this pair could well be the lowest quality individuals we've ever had the misfortune to come across. By the way, the restaurant rang to confirm our booking and I'll see you there at eight. Prepare for a long night.

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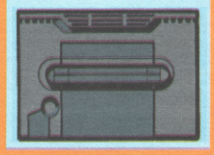
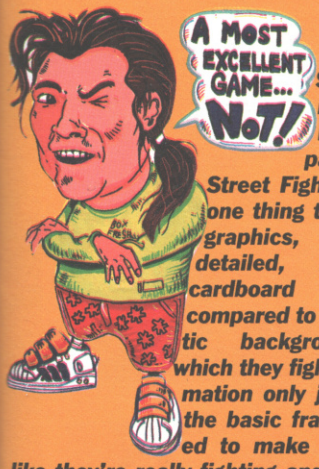


The console world going crazy-ape-bonkers in a desperate bid to scrape together a Street Fighter 2 clone of their own. After SNK's disappointing copy-cat, World Heroes (reviewed last month),The Neo Geo giants aren't about to give up and have thrust out yet another in Art Of Fighting! To their credit this one's a bit different -but only a bit.



So why isn't Art of Fighting a patch on Street Fighter 2? For one thing the sprite's graphics, although detailed, look like cardboard cutouts compared to the fantastic backgrounds on which they fight. The animation only just covers the basic frames needed to make them look like they're really fighting and when you get down to a bare knuckle dust up it's really quite hard to see who's hit who until you separate and look at the damage meter. When someone lets lose with some magic it's nearly impossible to get out of the way as Fireballs travel faster than an Intercity 125 from Birmingham. Other moves take so long to perform you'll never get them off the ground before the opponent's broken your jaw! So far this is the best clone seen on the Neo Geo, but as we've said before almost no game's worth £150 and this certainly isn't.

DON'T FANCY YOURS MUCH

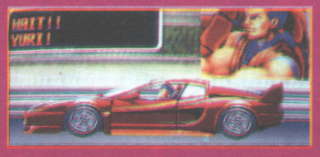
This cart is not the place for wimps, and from the eight characters you've got to choose from when grappling a friend you'll find a complete motley crew of wasters and misfits. There's an amateur boxing champ, a gangland boss, a master of Chinese martial arts and the usual assortment of street tough guys. One of the characters is even called Ryo and is a young karate expert. Wonder where that idea came from?

ATTENTION TO DETAIL

Extra special attention to detail is one feature of this fighting feast. The backdrops are incredibly detailed with loads of atmosphere, occasionally managing to rival those in Streetfighter 2! The back alley scene is especially cool - it's lit by a burning oil drum and a sea of fumes writhe about under your feet!

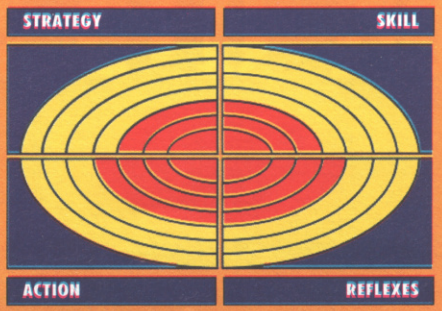
KISSING COUSINS

As you'd expect the game is uncannily close to it's Capcom cousin, right down to a vast majority of the moves. Robert Garcia, one of the many Karate characters, performs a nifty flying flame kick ending in a round which sends opponents flying. His other special powers, the flying Uppercut and Red Fireball, are exactly the same as Capcom's Dragon Punch and Fireball. Joystick and button combinations are of the same stuff too.



STEVE KEEN

GRAPHICS	%	89
SOUND	%	80
GAMEPLAY	%	69
VALUE	%	60



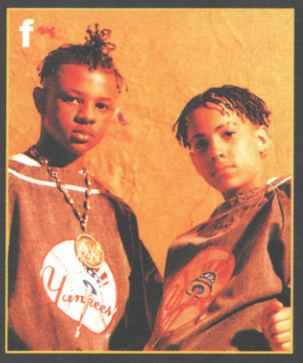
Who the hell are

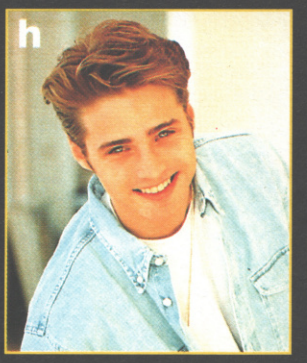
SMASH HITS readers

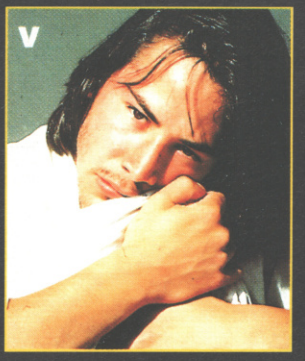
Out every fortnig

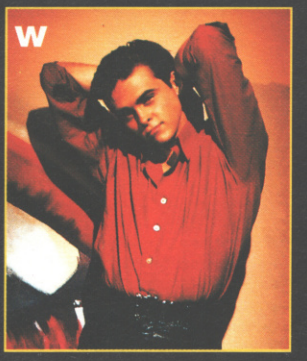
d, m) Wana Ryder, n) Manic Street Preachers, o) Richard from Right Said Fred, p) Kylie Minogue, q) Axl Rose, r) Beverly Hills 90210, s) Christain Slater, t) Dannii Minogue, u) East 17, v) Keanu Reeves, w) Les Hill, x) Tom Cruise.

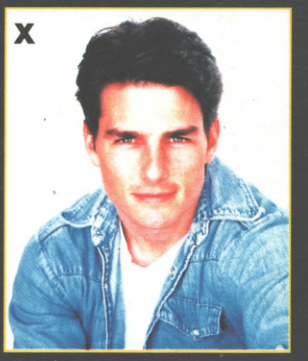
e these people?











s know. Do you?

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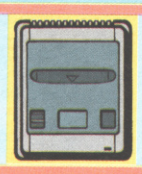
answers:a) Betty Boo, b) Mr. C from the Shamen, c) Stephen Dorff, d) Take That, e) Madonna, f) Kris Kross, g) Melissa Bell, h) Jason Priestley, i) Shakespears Sister, j) Nicole Kidman, k) 2 Unlimited, l) Kristain Schmid, m)

CVG REVIEW

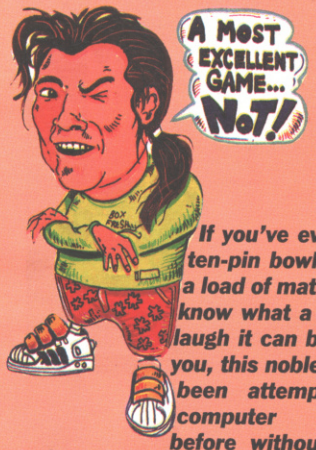
SUPER NINTENDO

SPORT SIM

BY TECHNOS
£39.99



We've had every sports simulation under the sun, so it stands to reason that sooner or later someone would come out with a ten pin bowling sim! The rules of the game are simple - knock down ten pins at the end of a wooden lane by throwing balls at them. Easy as that. So what's the game got to offer?



If you've ever been ten-pin bowling with a load of mates you'll know what a brilliant laugh it can be. Mind you, this noble art has been attempted on computer screens before without much success. So why anyone would want to try again is almost as amazing as trying to imagine who would buy it! Playing Super Bowling in normal mode is incredibly easy and you'll get a spare every time, whilst in hard mode the only difference is that the introduction of a meter that gauges the accuracy of your shots. The bowling golf game is a slight chuckle, but only until you realise that for a lot less money than the cartridge costs you could be out doing the real thing. It's presented well enough, but it's just the concept of bowling on consoles that doesn't 'strike' me at all.

STEVE KEEN

GRAPHICS	%	82
SOUND	%	70
GAMEPLAY	%	67
VALUE	%	60

GAME FOR A LAUGH

Probably 'cos they realised that the bowling game would become a bit of a bore, the lads have stuck a couple of extra features on the cartridge to jazz it up a bit. You can practise those tricky shots on a special screen that lets you lay down the pins wherever you want. There's also a hybrid golf game set over ten 'holes', in which the SNES sets down a series of incomplete pins and you've got to smash them down for bogeys and eagles, or at least for the recommended par!

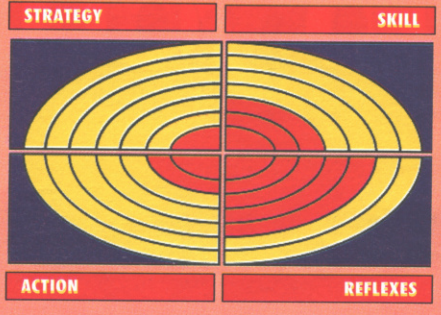
THANKS...
...to Shekhana Consoles (081 340 8565) for the Review cartridge.

WALK BEFORE YOU RUN

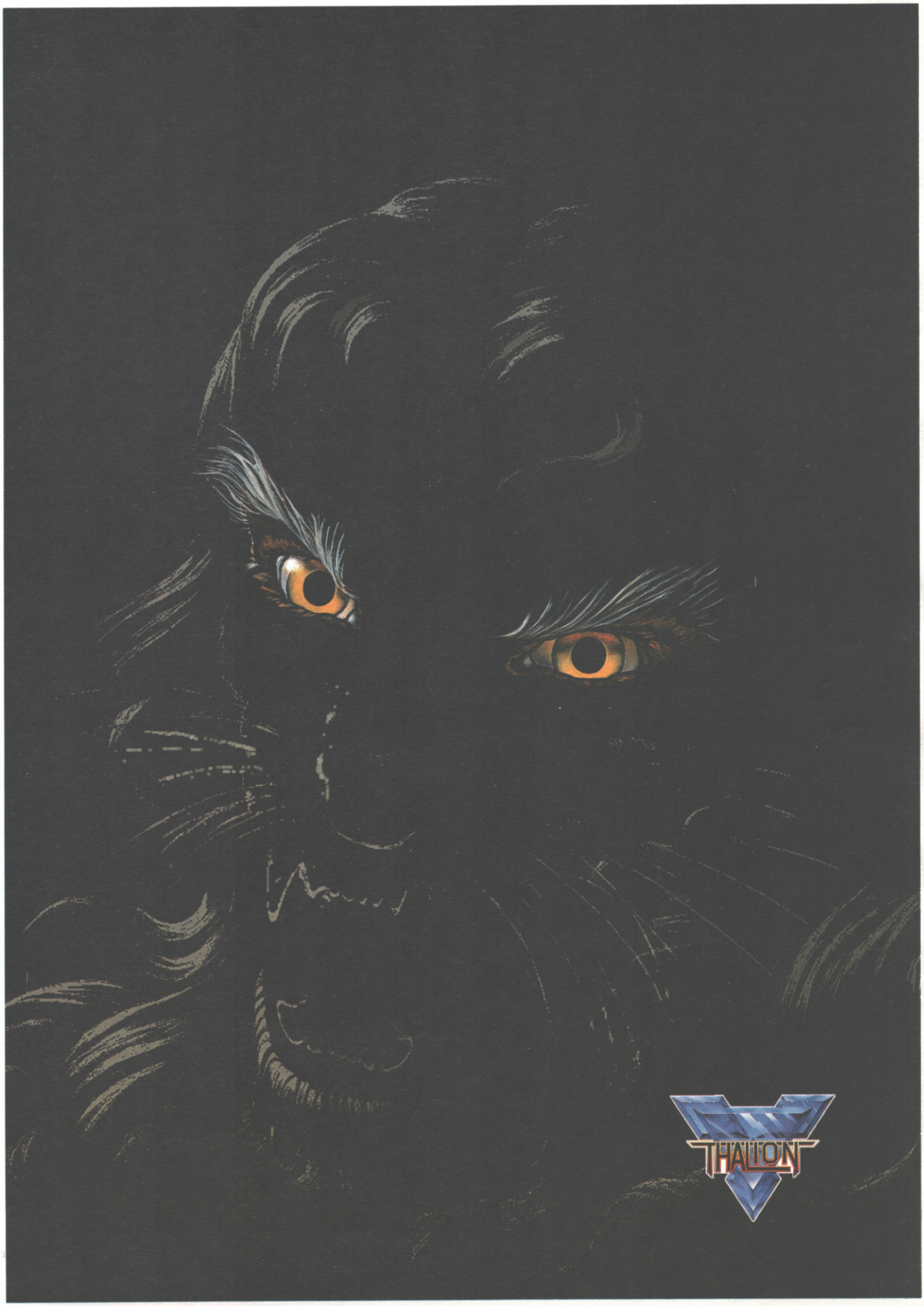
Up to four players can enter the Turkey Bowl tournament and each one can choose from differently-weighted balls. Not only that, you can also choose whether you're left or right-handed, how greasy you want the lanes to be and either a normal or hard game. Coo!

STRIKING OUT

If you want to be a top scorer you'll have to master the spin for those extra-tricky split pin shots. First set your aim, then move your player. Select left or right-hand curl and let loose with the power. After you've sent the ball down the lane there's a smidgen of time left for correcting your aim before you reach the point of no return and the ball slams into the back of the pack.

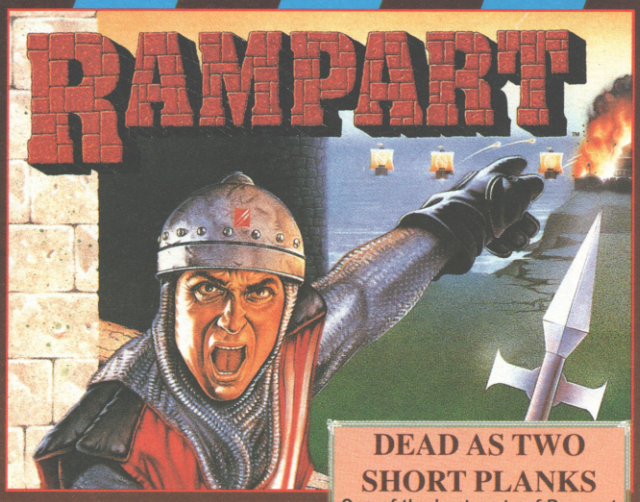


CVG 62 HIT


THALION

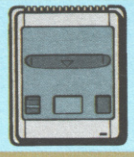
CVG REVIEW

RAMPART



SUPER NINTENDO

BATTLE SIM



BY ELECTRONIC ARTS
£45.00

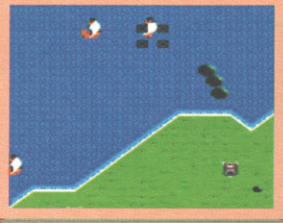
Medieval England was a pretty violent place - what with all those castles, knights, cannons and things. It was the kind of place where people didn't think twice about sticking a cannonball down someone's throat to get their own way - and that's just what this is all about. Rampart is one mean strategy game which has you blowing up the enemy's defences in order to take his castle by seige. The game went down well in the arcades and is in the process of being converted to loads of machines. The latest is the SNES version, so read on and find out all about it

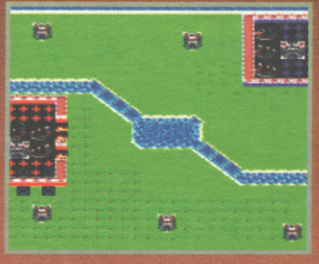
I'd actually never played Rampart on anything until this SNES version came into the office and now I can't stop playing it. I'm not usually a fan of self confessed strategy games but this is really enjoyable. There's so much satisfaction in seeing your mate desperately trying to defend his tiny little stronghold against an attack from your Empire then seeing him attempting rebuild it knowing full well that it'll be in bits inside of ten seconds. Graphics are very simple and boring but the gameplay is so absorbing that you don't notice that. Not particularly great in one player mode but get a mate and it's a riot! Great fun.

PAUL ANGLIN

LOOK AT THIS PLACE READY! AIM! FIRE!

Choose your castle and defend it to the hilt against bombardment from enemy ships! After all the destruction has taken place you're given thirty seconds to try and repair all the damage, which can be a bit difficult. To do this you're given stone blocks in a random order (just like Tetris) and you have to try and build your defences with it. You can also rotate them to make them fit. But hurry - the cannons are smoking!





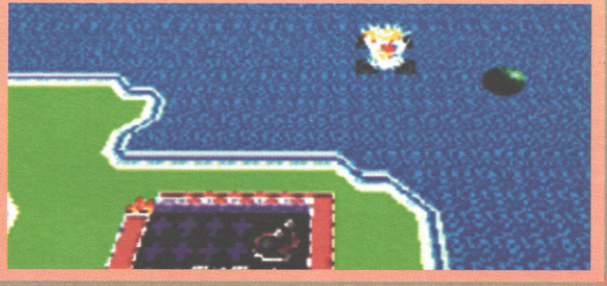
DEAD AS TWO SHORT PLANKS

One of the best parts of Rampart (and certainly the most fun) is putting your opponent to death once he's been defeated. You get to control a pirate with a sword and make your pal walk the plank by prodding him with it until he falls off. Hurrah!

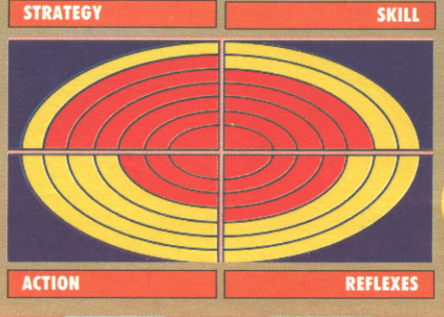
THANKS...
...to Shekhana Consoles (081 340 8565) for the Review cartridge.

CANNONS AND MORE CANNONS

If you've got no friends and therefore nobody to play against, fear not - you can always take on the machine, but it will be a different game. If you play the computer you've got to defend your castle against attacks from the advancing pirates but if you play against your pal then it's castle against castle japery abound. Two player is far more competitive and a lot more fun.



GRAPHICS	%	71
SOUND	%	83
GAMEPLAY	%	91
VALUE	%	90



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CVG REVIEW

MEGADRIVE

SHOOT EM UP

BY ARENA
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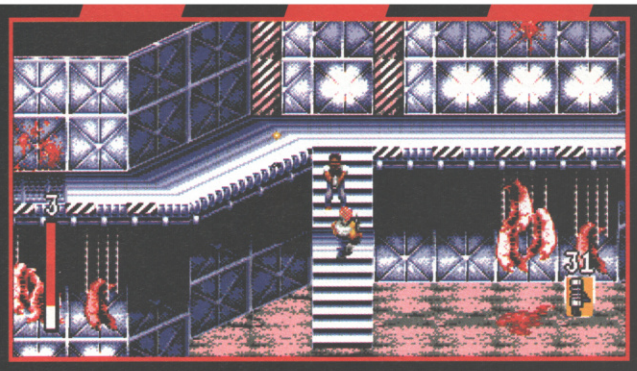
When Arnie sorry, Dutch Schaefer - destroyed the Predator in the jungle, it was thought that that would be the last the world would see of the alien hunters. So it has come as something of a shock to the LAPD to find innumerable dismembered corpses lying around the city streets. The cops think all this nastiness is being perpetrated by drug gangs, but Lt Michael Harrigan has a nagging doubt in the back of his mind. Why, for instance, would the Special Projects Division of the FBI be sniffing around an ordinary narcotics case? Something is afoot - and Harrigan wants to know about it.

It seems I was one of the few people to actually enjoy the Predator 2 film - everyone else always compares it with original blockbuster, which it's never going to live up to. As far as the game goes, Predator 2 follows the plot of the movie quite closely, turning the action into a shoot 'em up along the lines of Gauntlet and Crackdown. And it's not that bad, as it happens. Graphically the game's something of a stiff, especially the between-level stills from the film which look as though they've been cobbled together by a cack-handed five year old. One 'interesting' graphical feature occurs when the Predator gets a bead on either yourself or one of the hostages - they explode in a mass of writhing flesh! Gameplay wise, Predator 2 is quite basic, yet reasonably enjoyable - but avoid Easy level like the plague! And it's a bad idea to include a Password system, too. No great shakes, Predator 2, but still worthy of attention.

CVG 048

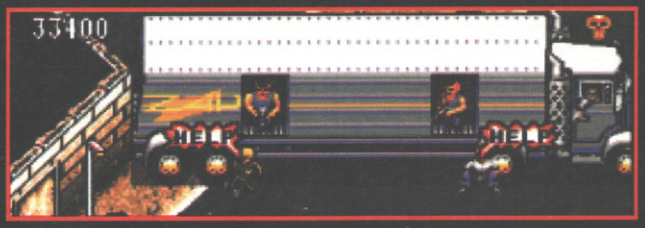
PAUL RAND

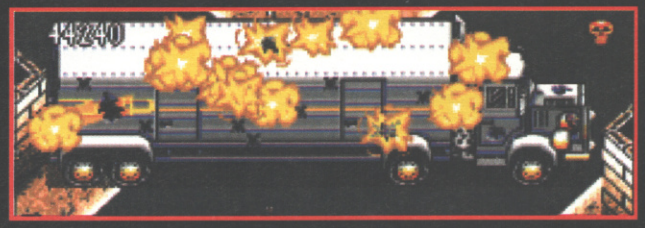
THANKS...
to Shekhana Consoles (081 340 8565) for the review cartridge.



THERE'S A NEW PLAYER IN TOWN!

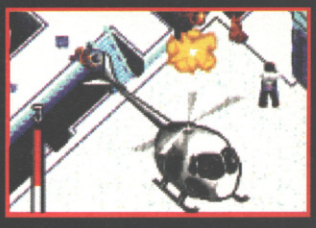
Harrigan begins his search for the truth in the city streets which, in the year 1997, are crawling with Jamaican and Colombian drug gang members. From there, it's on to the rooftops for more baddy-blasting, then a quick hop back to the city centre. After reports of horrific deaths in the underground system, Harrigan goes down into the subway to practice his shooting aim, before picking up the trail of the FBI who are, for reasons which unfold during the game, are ensconced in an LA slaughterhouse.





NO, *YOU* DON'T KNOW WHAT *YOU'RE* DEALING WITH

Obviously, the main threat, due to the sheer numbers of them on the streets, are the members of the opposing drug gangs. They're armed to the teeth with knives, pistols and sub-machine guns. Most of them are on foot, but some of them bomb around in taxis, on motorbikes and, in the air, in well-armed helicopters. Bad enough, you may think, and you'd be right. But add the Predator, with its deadly array of alien weaponry to hand, and you're looking at a task that's not going to be terribly easy to complete.

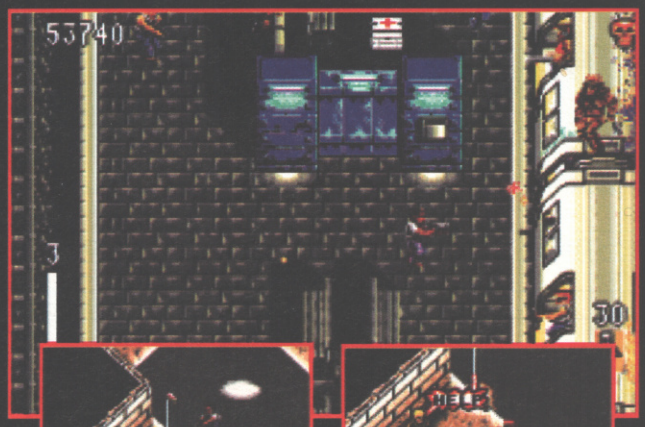


WELL, I FIGURED HE WASN'T A VEGETARIAN!

Whereas the original movie, starring Arnold Schwarzenegger, Carl Weathers (Appollo Creed from the Rocky movies) and Jesse 'The Body' Ventura from WCW Wrestling, took place in the jungle, Predator 2 moves the alien-busting thrills to the heart of Los Angeles. Starring Danny Glover as the unstable Lt Michael P Harrigan, the film is set in the year 1997 against a backdrop of warring drug gangs. Particularly nasty murders are being committed and, although they're generally believed to be caused by the gangs they are, of course, the handiwork of the Predator. Harrigan stumbles onto the trail of the alien big-game hunter via an FBI Special Projects team, discovering in the process that this time, the Predator isn't alone. While not a patch on the first film, Predator 2 is an enjoyable action movie with quite a good twist at the end - get it out on video and see for yourself!

OK, SO WHO'S NEXT?

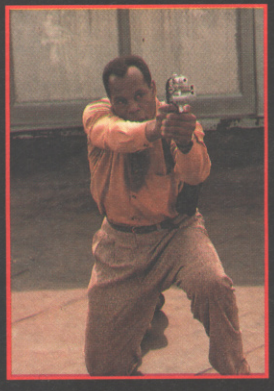
One of the main aims of the game is to rescue a number of hostages on each level, before you're wiped out by the gangs or the hostages are 'got' by the Predator. You can tell when the alien has one of them in its sights - the familiar three-dot infrared scanner appears on-screen and travels in the direction of the nearest hostage. Get to him before the lights do, or else he'll go up in a puff of guts!

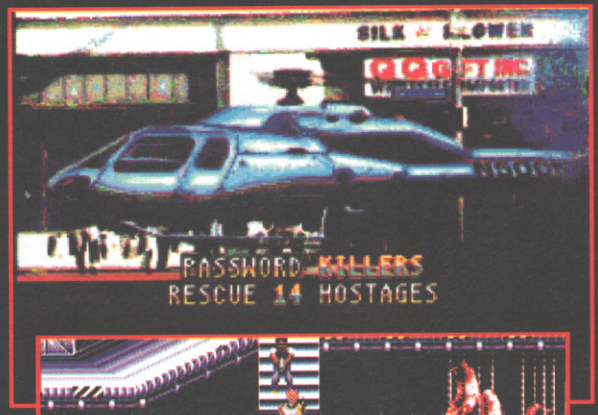


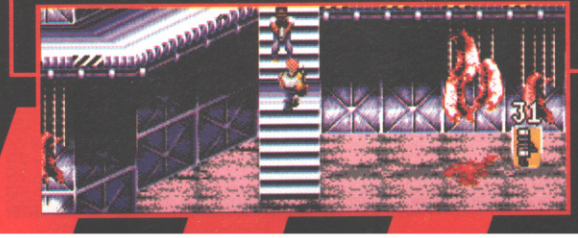
PREDATOR 2

ONE UGLY MOTHER

With all this death and mayhem being created by both Harrigan and the drug lords, the Predator is free to concentrate on collecting his gruesome trophies without fear of detection. However, it makes quite a big mistake by knocking off innocent passengers on the underground, bringing Harrigan into the subway with the express intention of uncovering the truth behind the murders. The Subway level is the first time you get to see the Predator - and, with the arsenal it carries around, you're really gonna wish Schwarzenegger was back.

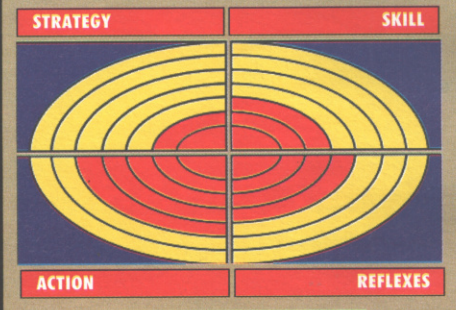






To be perfectly honest I wasn't exactly impressed when I first saw this game, but I couldn't have been more wrong. Graphically Predator 2 is a bit flat, with pretty boring and uninspiring backdrops, especially those on the rooftop level. But as we all know, the pics don't count for squat if the gameplay is up to scratch - and thankfully it is. It's a bit of a cross between Smash TV and Crackdown, with an huge amount of baddies on screen at once. The game starts off reasonably easy, but by level three things start to get tough. The only real gripe is that the presence of the Predator is a bit of a non event - a case of shoving him in somewhere to warrant the licence. Overall a good game that compliments a reasonable film very well.

PAUL ANGLIN



GRAPHICS	%	77
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We'll also deliver the goods on specialist combinations for every single character and top tips on how to thrash the masters! This is the complete strategy guide, put together by the CVG experts. So what are you waiting for? Read on, enjoy all the inside info, get out there and FIGHT!

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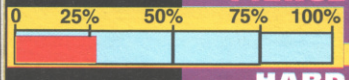
ATTACK RATINGS
PUSHING JOYPAD

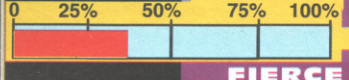
PUNCHES

FIERCE



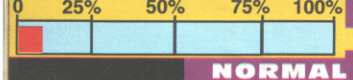
HARD

KICKS



FIERCE

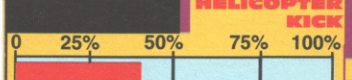
HARD



NORMAL

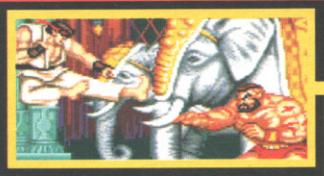
FIREBALL

HELICOPTER KICK



OVER 3 KICKS

DRAGON PUNCH



KILLER COMBINATIONS

WITH TDI RATINGS (Total Damage Inflicted)

1. A flying kick forwards with full power followed by a low kick and powering in at close quarters with a standing axe kick. Best attempted at the edge of the screen

TDI:53%

2. Use either of Ryu's bone crunching body throws followed by a standing kick, full power.

TDI:46%

3. Attack with a high flying kick forwards, swoop down for a low kick and thunder up with an upper cut.

TDI:53%

4 Use the spectacular helicopter kick from any distance to score a hit and then foot-sweep. TDI Rating varies with the amount of hits scored with helicopter kick.

TDI:45%

5. Killer attack: Jump over the opponent and land directly behind. As he's disorientated throw him backwards then, as he staggers up, let rip with a ferocious Fireball timed to catch him as he's getting to his feet and jump in with a flying kick.

TDI:45%

WINNING TACTICS

CHUN LI: Upper cuts are your answer. Chun Li likes the aerial attacks, so smack her in the gob every time she comes down. Her only defence against this is the foot stomp, so wait for the right moment and SMASH! These attacks need to be well-timed, though.

GUILE: Guile is extremely fast and loves to get stuck in with punches, kicks throws and the whole arsenal. Don't go to him, bide your time and let him come to you. Fireballs, roundhouse kicks catching him in mid air and uppercuts are the best way of dropping him for the count.

DHALSIM: The rubber devil is useless from a long distance, so launch Fireballs and move in with aerial attacks - avoiding his spindly arms. Strike hardest as he retreats, but be ready to do a runner if he unleashes the Yoga Flame!

ZANGIEF: This man mountain is vulnerable to just about everything except flying kicks forward. Keep your distance until he's seeing stars from your Fireballs then get in for the throws and a big finish.

BLANKA: The Brazilian Beast hates flying kicks and is easy to stun with Fireballs. Jumping to and fro over his head drives him wild and leaves him open to body throw attacks for full power damage.

HONDA: The fat boy is slow and if you're quick an easy throw is available at the very start, but after that keep away. Stand jump kick and Fireball him into submission.

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BLANKA

Blanka is the weirdo in the pack. A kind of yeti of the Rain Forest, he staggered out of the Amazon one day to the amazement and fear of the locals. Being half man and half beast he harnesses incredible strength and aggressive fighting abilities, not to mention the fact that he has managed to harness the powers of the elements with his paralysing bolts of electricity that are thrown out at will. His special combat moves are the **Rolling Attack** and **Electric Shock**.

ATTACK RATINGS
PUSHING JOYPAD

PUNCHES

0 25% 50% 75% 100%

FIERCE

0 25% 50% 75% 100%

HARD

KICKS

0 25% 50% 75% 100%

FIERCE

ELECTRICITY

0 25% 50% 75% 100%

HARD

0 25% 50% 75% 100%

NORMAL

SPINNING BALL

0 25% 50% 75% 100%

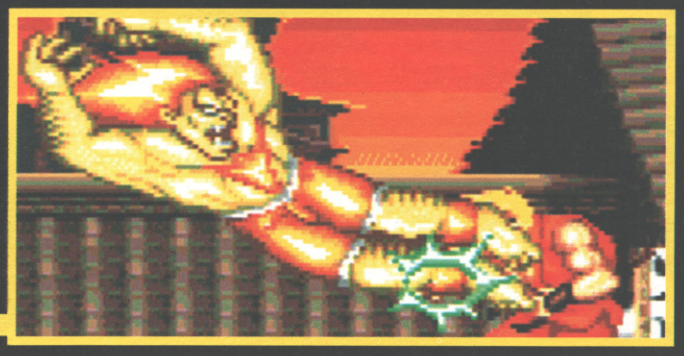
FIERCE

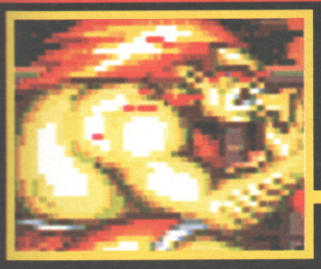
0 25% 50% 75% 100%

HARD

0 25% 50% 75% 100%

NORMAL





KILLER COMBINATIONS

WITH TDI RATINGS (Total Damage Inflicted)

1. Get in close with a thrusting jumping kick and land at the opponent's feet for a quick snack - on their face!

TDI:52%

2. Fly in with a high jumping kick and swivel around for the sweeping kick.

TDI:33%

3. Jump in again with the flying kick followed by an upper cut and a sweeping back kick.

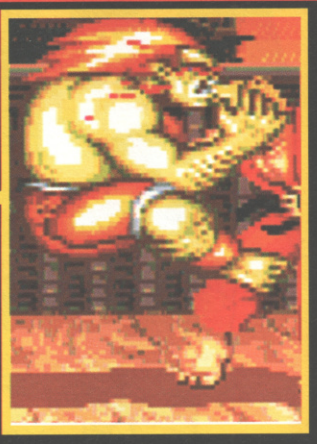
TDI:48%

4. Standing within range of the opponent, back flip and then crouch for the back kick and move in close for the double head butt.

TDI:62%

5. Killer attack: Get in very close and keep pushing in the forward direction. Perform a double knee to the groin and feed on the face.

TDI:65%



WINNING TACTICS

ZANGIEF: Easy to electrocute. Work to the head with flying punches and kicks and then drop to the ground for sweeps. Wait for him to come at you and then attack, or use electricity.

DHALSIM: Cannot cope with being jumped over and attacked from behind. With the back sweep you don't even have to turn around. Make him feel the power of your electricity by letting him land on you.

KEN/RYU: Don't jump towards them, whatever you do. Use double head butts and get in close. Small and medium kicks are useful, but time their jumps to foresee where they will land and head butt there when they come down to Earth.

GUILE: Conserve electric attacks because he moves too fast. Keep your distance and move in quickly with random attacks and retreat. Do not fight toe to toe, but wear him down. Jump his Sonic Booms and immediately lash back with kicks.

CHUN LI: Let her drop down towards you as you loose off a bolt of electricity and watch her fry. Follow up with a back kick. Use sweeping punches to swat her out of the sky.

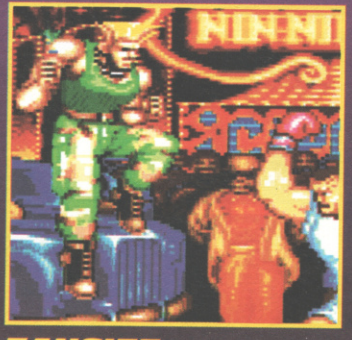
HONDA: Honda was born to be attacked with the Rolling Ball. He's so short and dumpy the outstretched Blanka can jump into the air and kick the calories out of the Sumo giant.

BALROG

Balrog is a bit of a sad case after being a former top-ranking heavy weight boxer. He lost his title on a technicality and was unable to claw his way back into the boxing game's elite. He now haunts his old stomping ground, Las Vegas, where he's adapted his skills to fight dirty. His special combat moves are Jabs, Uppercuts and Rushing Punches. The key to beating Balrog is to capitalise on his mistakes and to make sure you've always got your guard up ready for one of his lightning fast rushes. If he catches you off guard it'll be a one way trip to hospital.

BEATING BALROG

KEN/RYU: Unleash Fireballs whenever you can, but in close quarters stand at screen's edge and jump up with a kick. Then drop low for effective foot sweeps.

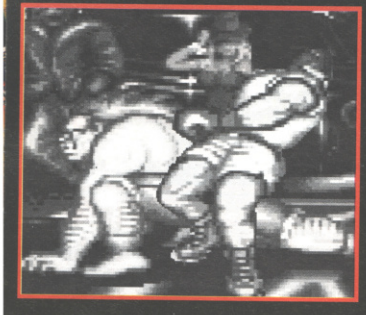


HONDA: Sucker him into using his dashing uppercut, avoid it and let fly with a thumping right hander. Foot sweeps are great, but avoid the torpedo attack.

GUILE: Use the occasional Sonic Boom, but aim mainly for jumping kicks to the head every time he advances. Use different combinations to fool him.

ZANGIEF: Keep your head and your guard up, block Balrog's attacks an try and suck him into using one of his turning punches. If he misses he's left wide open for serious attack. Punch hard.

DHALSIM: Best attack is the low body sliding technique on full power. Don't be fooled by it's rather tame appearance on screen - it delivers major damage and can quickly dispose of the boxer



BLANKA: Never use the a Rolling Attack as Balrog is far to adept at punching accurately and will flatten you every time. Stand your ground and flatten him with a series of jumping kicks and foot sweeps

CHUN LI: Jump around and smash in with low sweeping kicks and head stomps. Use screen's edge for multimple stomps (up to five can be achieved with practice).

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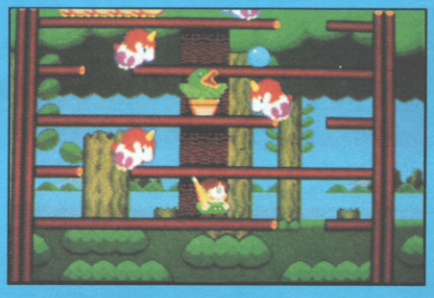
CHEAT MODE

Welcome everybody to the one and only Cheat Mode, which this month reaches giddy new heights thanks to Paul Anglin, who takes over from Rand to deliver this month's selection of top tips, tricks and tactics as only he knows how - or doesn't, as the case may be. If truth be told, Half Pint wrote last month's Cheat Mode as well, and got all stroppy because he didn't get the credit. So to shut him up you'd better fire your top stuff off to: PAUL RAND'S WORK-SHY CHEAT MODE, c/o PAUL ANGLIN, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON ECIR 3AU. Remember there's £150 worth of games for the best of the lot, so if you've got the answers we want to hear from you NOW!

AMIGA

PARASOL STARS



No sooner do we start Cheat Mode than some berk forgets to send in his name. Anyway, whatsisname says you should type CYNIX during the game and press these keys for the following effects:

C - Extra Credits
D - Die
X - Skip to the next level
B - Bonus screen
M - Get all three stars
T - Go to the final stage
G - Kill all the nasties
1-7 - Skip to that stage
F1-F10 - Skip to that level
Q

SUPER NINTENDO

GRADIUS 3

Well done to M Beresford from North Yorkshire. No, not simply for living there but for the following top tip: for extra credits push the X button rapidly on the title screen.

PILOTWINGS

Good old Johnny Hertford is from Essex. So am I, but that's no excuse. Anyway, he's sent in these topper codes and is therefore a bit of a lad all round!

Level 2: 985266
Level 3: 394391
Level 4: 520771
Level 5: 108048
Level 6: 400718
Level 7: 773224
Level 8: 165411
Level 9: 760357
Level 10: 882943

SUPER WWF

I refuse to make any jokes about the Irish, but did you hear the one about the Irishman who forgot to put his name on this cheat? He didn't get his name printed in CVG. Boom Boom! Anyway, he says in one-on-mode it is possible to beat your opponent with ease. Just get his energy about halfway down and pin him. Then using X immediately press up and Y and he won't be able to budge an inch!

UN SQUADRON

Russel Babbington from Ramsgate, come on down! You are our next contestant on Cheat Mode and you're well 'ard for coming up with this! There's a secret level on the option screen. Highlight the difficulty setting using joypad one and hold down A and B on controller 2. Still holding these down alter the difficulty setting on joypad one. A secret level will appear "Game test your skills." Hurrah!

NSECTOR X

Rather an oldie, but this is an ace cheat for this crusty cart which means its author gets his name right here. And he is...another dohbrain who's forgotten to include his name! When the continue screen appears push diagonally up and left and press the C button. Each time you press C you get an extra continue.

BATMAN

Stevie Boyes has come up with a top cheat for this game of the Caped Crusader, but quite where his home town of Guisborough is I know not. Once on level three take the extra life from the first chimney then keep going upwards and returning. The icon will return up to nine times.

STREETS OF RAGE

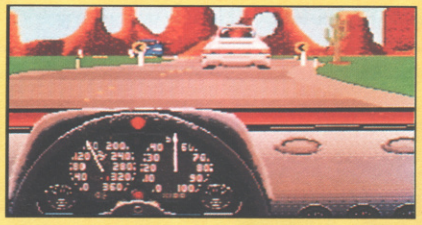
Hurrah! A cheat from top girl gamer Rachael Shepherd from Trowbridge, Wilts has provided you with this fabby tip for sad street scrappers.
When the Game Over screen appears press LEFT, LEFT, B,B,B,C,C,C and START and you can continue from where you died, even when all your credits have gone.

TWIN COBRA

A cheat for this top shoot 'em up comes courtesy of a native of my hometown the one and only Canvey Island. Take it away, Chris O'Brien!
To get more smart bombs, pause the game press UP, DOWN, LEFT, RIGHT, then hold B and START. For more continues press A thirty times rapidly on the title screen to get fourteen of them!

TEST DRIVE II

Arggh! Cheats for crap games ahoy! Robert Hargrave from Milton, Cambs, may play whiffy games but he does know a good cheat when he sees one.
Hold down A and B simultaneously while driving and a hidden option screen should appear. Good Lord!



TETRIS

Michael Joslink from Luton has found a great way to increase your score to obscene proportions with plenty of ease, and this is it:
GAME A: To pep up your score a little just hit SELECT as the Tetris hits the ground and you'll get a staggering 10,000 bonus points.
GAME B: Just choose any level and height you want and simply just press select again and you'll see a success come up again that means that you have completed the game.

BAD DUDES

Are you a Bad Dude? Chances are you're Dan Cork from Hereford, and in order to be even badder he's sent this cheat in. To get a staggering 64 lives on th title screen press B, A, DOWN, UP on controller two then press START on controller one.

CAPTAIN PLANET

Captain Janet and the Janitors gets the Simon Ashington treatment this month, with a complete list of codes sent direct from Ashington, Northumberland!

STAGE	CODE		
1-2	763754	4-1	920272
2-1	955783	4-2	799224
2-2	637511	5-1	344551
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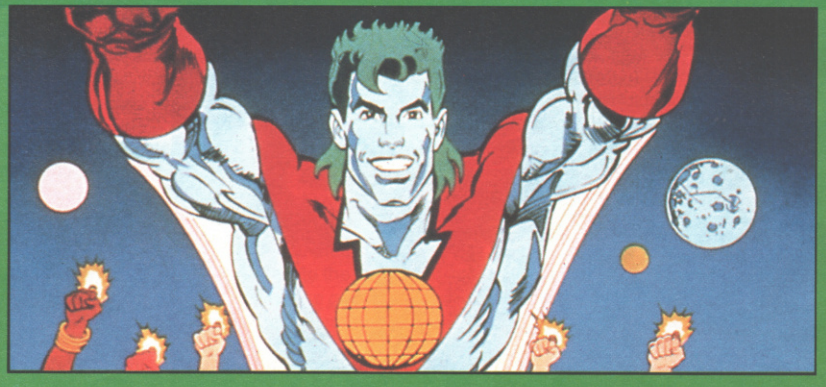
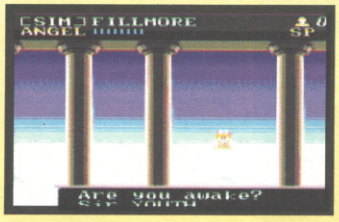


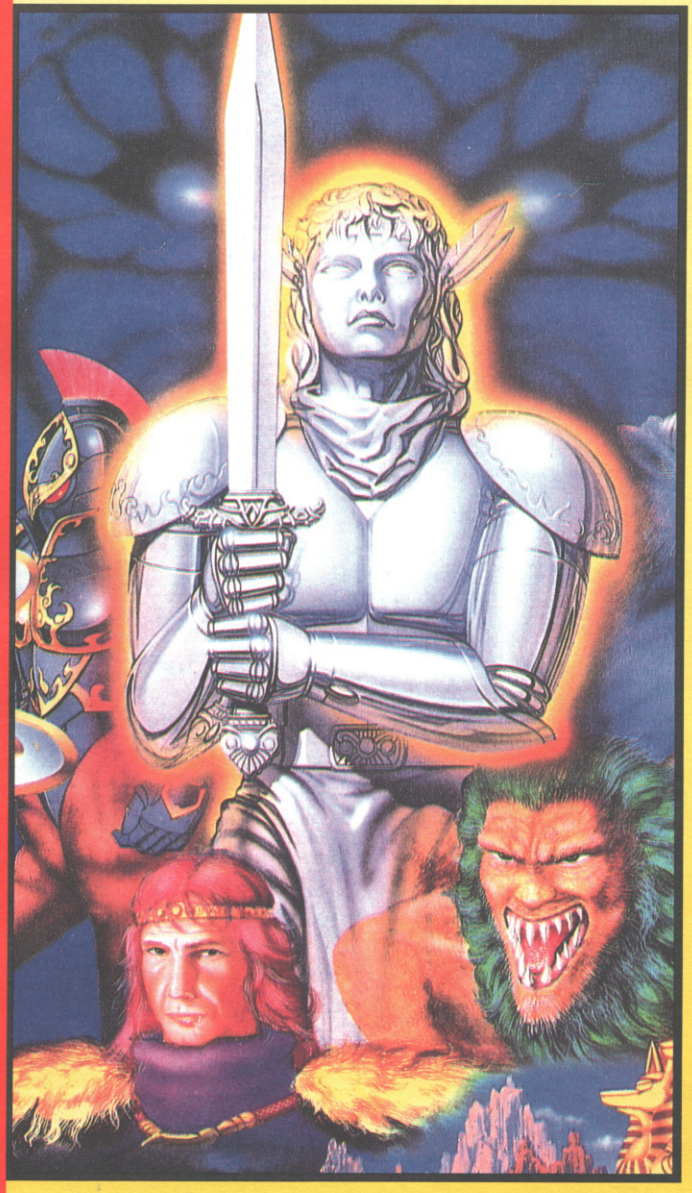
VIGILANTE

It's pretty much a bad idea to become a real Vigilante because it's illegal and you'd probably get beaten senseless anyway. But thanks to Mark Hoete from New Zealand you can be a rock hard boyo in your own home.
When the title screen appears press UP and LEFT along with B, 1 and 2 together. Now you can pick your desired level!

ACTRA

Welcome to CVG's complete guide to Actraiser. No sooner does the game come out on official release than Computer and Video Games prints all the answers as only we can. So here's Paul Anglin with the first part of everything you nee. Take it away young man!





GETTING STARTED

Right, once you've entered your name and arrived at the Sky Palace, the first thing to do is speed up the text because it moves so slow it's unreal. To do this go to the bottom of the icon panel and select the message speed. Once that's done it's onto battle. Go to the second icon box down, and then go along to the battle icon. The cherub will appear asking you to confirm your decision, and then it's off for death and destruction.

FILLMORE

ACT I

The Centaur is armed with two methods of attack - he can attack with his lance as he marches forward, and he can also fire lightning bolts from the top of his lance. When he raises his lance, run in and attack him with your sword. As soon as he lowers it back off, crouch, and swing your sword but you'll have to get ready to move, as he can shift pretty quickly. To avoid the lightning, jump away as soon as the top of his lance glows blue.

CREATION

When the first act is completed, you will automatically be taken to the creation part where you will be given two followers and given the task of populating the area. To get started move to the "move people" icon and select and choose it. When you've done this a flashing yellow square should appear around the shrine. Move this in whichever direction you wish the town to develop. You're only allowed to make a certain number of moves at a time. It is better to try and make sure that in the very first move you seal a lair, but remember that you have to have at least ten members of your village to do so. Once your people start to build you will have to burn the bushes, so your people have room to build. To do this simply select the miracles icon and go to lightning. The cherub will ask you if you are sure you want to use it, and then you have to position the yellow square over the trees and press Y.

Remember that the darker colour trees cannot be destroyed and that you have to destroy the rocks in the bottom corner to reveal a nice surprise. Once three lairs are sealed you will notice that you cannot get over the river to seal the final one, as you cannot build bridges. To do this get your people to pray for inspiration, and by now (if they haven't done it already) they should know

ISER COMPLETE GUIDE

enough to be able to create bridges. Once they have done that, go to accept creations icon and accept the bridge.Then go to the use icon and use the bridge. Your people will now be able to build bridges and destroy the final lair. Once they have done this it's time for the second act. To start the second act go to the Sky Palace and select the battle icon and then away you go.

ACT II

Just steam on in! When you first arrive, hit the Minotaur as many ways as you can before he jumps. One he does so, keep moving so as he doesn't squash you. When he lands get as close as you can with your sword and hack away. Although he will hit you once every time you'll be hitting him about four times every go so don't worry - just bear the pain. When you've killed the Minotaur you will be instantly transported back to the land to watch over your people. Although all problems will be solved by now and nothing else has to be destroyed, it is worth staying for a while to let your populace grow so that your powers will be enhanced. The happiness of your populace is essential in the arcade section.

MONSTERS

There are many different monsters throughout the game but the ones on Fillmore are as follows:
Bat: This takes one hit to kill and rewards you with one spell point.
Dragon: These take three hits to kill and will reward you with two spell points. If you don't stop it quick enough it'll go on and burn down your houses!

BLOODPOOL

ACT 1

When you arrive at the Griffin, jump over to the far right top platform and go to the very end of it. Stay there, and when the Griffin comes up to your level jump over his firebolt and hack away. You should be able to get in about two maybe three hits per jump. Provided you're in the right position there's no way you can be hit, and the only worry is the time limit.

CREATION

When you arrive at Bloodpool to start the creation the first thing to do is to dry up the marshes using the sunlight. You won't have enough spell points to do all of it straight away. It's possible your people won't be able to build bridges yet, so just return to the cloud and go to Fillmore. Then go to "observe the people" and go to use offering and the bridge icon should be there. Accept it and then return to Bloodpool and go to the "use offering" and they should now be able to build bridges.

When Teddy runs from home and you're asked to find him, simply fly over to the cave by the lake and you should see Teddy wandering about. Select the bread and place the circle over his head and press Y. Teddy will receive the bread and come running home. When he arrives, your people will present you with a skull. Go to use offering and select the skull. Then fly to the Devil's Imps base at the bottom of the lake. When you use it a yellow square will come up. Place this over the base and press Y. The base will be destroyed and the lake will turn back to normal. NB: it is impossible to destroy the lair without the skull. Onto the second Act.

ACT II

It's possible to defeat this magician without getting hit if you're smart. When you get to him you'll notice that there are two blue lines right down the screen. If he stands on the bottom platform stand just level with the blue line so your sword is in line with it. This way you will be able to hit him but his lightning bolts will just falls short of you. If he is on the middle platform just move back a little and repeat the process (it may take a little while to get the positioning exact). If he is on the top platform don't bother 'cos he's dead hard to get to. When he changes into the Werewolf type thing just steam on in there, sword flashing.

Once the second act is finished, return to the creation and you will soon notice that your people are unhappy. They've been working too hard and are beginning to quarrel among themselves. The only way to stop this is to give them something to soothe their tempers. This is a golden harp that plays calm music however this can only be found in Kasandora! So on you must go to the next level and return when you have it.

MONSTERS

The only new monsters you will find on Bloodpool is the Devils Imp. These take four shots to kill and award you with three points. If they get to your settlement they will cast a spell on your fields and the only way to break this is to send rain.

KASANDORA

ACT 1

This Scorpion type creature looks terrifying but is actually quite simple. Slide down the slope and hit him once or twice. When he fires his rocks at you, just place yourself between two of them and once they have fallen clear. Go back up the slope until you see the pinchers come out of the sand and when you do just stay where you are and when they get close jump directly up (DO NOT try and jump in one direction because you won't jump high enough) then just repeat the process until he's dead. This takes practice but is very effective.

CREATION

When you first arrive in Kasandora make a start in watering the deserts with the rain cloud. There is absolutely tons to do, so you won't be able o do it all in one go. Clear a path from the shrine so that your people can build easier and that by the time you clear enough desert you will be strong enough to invade the lairs. When the man goes missing the only way to get him back is to move the development square over him. He may die, but a man will write some music in his memory and this can be used to calm people's nerves. So take it back to Bloodpool and use it there to increase your level.

ACT II

This Tutankhamen lookalike is easily defeated. When he stops at his level walk underneath him. The best thing to do is to walk to the far right of the screen, wait till he gets there and just before he gets overhead walk underneath (this is pure timing and will take practice). As soon as he has hit the floor turn around so you are facing him (get a little way away, so the edge of your sword is just touching him) and hack away. You should manage to get about three hits in before he fires his bolt. When he does this simply jump it and run to the far left of the screen but make sure you jump the arrow it fires at you. It will disappear after firing one shot. When you get to the left of the screen repeat the process until he bites the dust.

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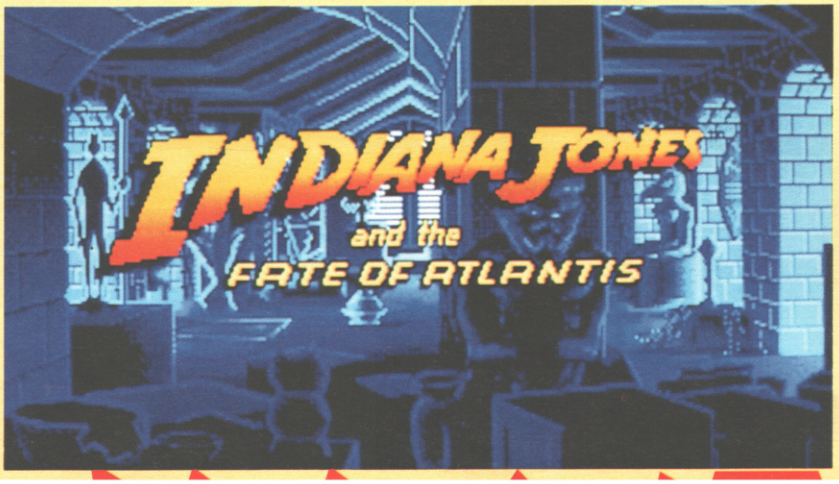
INDIANA

WHAT A CRACKER! Here we go with the second part of the Complete Solution to Indiana Jones and the Fate of Atlantis, thanks to Dermot Smurfit and Tim Boone. So let's get straight into the action, why don't we?

OK, you're in Crete. Walk left, take the wooden bridge to the left until you come to a surveyor's instrument. Go back across the bridge to the main area of the ruins. One of the buildings to the left holds an interesting wall mural showing how to use the thing. Outside there are several groups of stones around tall horns in the centre. Go around and push each one, eventually two statues should be revealed. Use the surveyor's instrument on each. When on the Bull Head statue align your sights with the left horn, when on the bulls tail align them on the right horn. This should result in X marks the spot. Digging at the X will yield a moonstone. Walk back right to where you first arrived in Crete and use both stones on the pedestal set in the ground. Again look at Plato's dialogue to determine the alignment of both stones. Once you get the combination right a secret door into the Labyrinth will open. Inside, pick up the first two statue heads on the shelf. In the next room whip the last statue head through the door to get it. Walk into the room with the Minotaur statue inside and whip its head. Once down the elevator, take the staff from Sternhart's remains and pick up the worldstone on the ground.

In the next room you'll come across a closed door. Talk to sophia and use some underhand implications about her weight to boost her through the crawlspace. Now return to the room you've just come from and look at the waterfall. A chain will be revealed, so climb up it and go left to the closed door. Plonk all three statue heads on the shelf to open the door. Walk up the stairs and to the right to the room with the gold box in it. Use the staff to do away with the chock on the counterweight and go back down the stairs. Carry on to the right and use the staff on the statue's mouth to activate the elevator. Open the box and take it along with the two Orichalcum beads before returning it to Sophia. Place the beads into the gold box. Now walk through the previously opened door with Sophia into the adjoining rooms. Use the amber fish, it will point at Sophia. Talk to her and ask her for her necklace. Tell her you need to hide it, humour her and then suggest putting the necklace in the box. Let Sophia have her own way and use the amber fish again. In one of those rooms it will point to a wall. Use the ship's rib to uncover a secret door. Going through the door and to the right you'll find yourself in the map room. Use all three stones in the spindle in the centre of the scale model. Yet again consult your DIY handbook to discover the proper alignment of the stones. This will open one of the doors in front of you. Strut into the room ahead of you (don't forget to take the stones) and you'll have a run in with that slimy woofter Kerner. He'll run off with Sophia and the stone disks leaving you to find your own way out. Look at the the rock wall to the back of the room and then use the ship's rib to tunnel out of the Labyrinth.



Outside, stroll on over to the Nazi sub and clamber down the hatch after giving El - wimpo Kaptain a good right hook. In the conning tower use the intercom and go to the stern torpedo room. Now it'll be safe to descend to the lower decks unseen. Walk left and pick up some bread and cold cut, use them together to make a sandwich and then pick up the porcelain mug on the shelf. Open the trap door in the floor and go down and right to the girlie in the wall behind Sophia talk to her and tell her you have a plan and to distract the guard. Walk slightly left to the brown trickle of battery acid, fill the porcelain mug with it. Now go back up a deck and walk down to the temporarily distracted guard. Talk to the guy about buckets Sophia will do her stuff and lay the guy out cold. Walk right and descend the trap door to the right of Kerner's room. Gain entrance to the box with the acid and take the stones and the key. Use the keys to unlock the padlocked rudder control wheel. Push the wheel to get a glimpse of the sub outside. You still need to identify the other sub controls so walk back up and to the left where the dirty great big brown lever is. Pull

JONES and the FATE of ATLANTIS

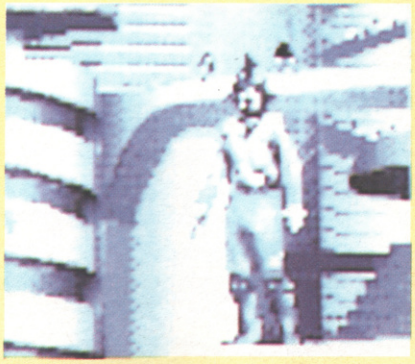
it along with the switch to the left of it. Now only one control needs to be ID'd. Walk to the little space to the left of Kerner's room and take the plunger from the stand. Climb up to the conning tower and push the big lever. It'll break so use the plunger as a replacement. Push it again and you'll have all the necessary controls to guide the sub. Zoom around till you find the airlock it's fairly obvious and easy to get into using the rudimentary controls.

Inside you'll be confronted with dark . There's a ladder to the bottom of the screen - grab it and use it on the rubble. Sophia will now be kidnapped so open the stone box and take the metal rod from it. Use the Orichcalcum bead. Use the stones on the statue's spindle and align them exactly to what your last alignment was. Align the symbols away from the horns instead of towards them. The statue's mouth will open, stick a bead in there to open the doors. Make sure to take the ladder with you! Now for the fun part. All the dark shaded areas are places to be visited but the room arrangement is random ie: rooms can be in different places each game. In these rooms there are several things you need to pick up and do, some have grates that lead to other parts of the circle. Two such grates lead you to the dungeon where Sophia is being held, one of which will bring you next to a sentry statues head, pop a bead in it's head to do away with the Nazi goon watching her. Other grates will bring you out to parts of the circle sealed by rockfalls. These rooms will contain valuable items necessary to your progress. There is another of those eel figurines to be found along with a spoked wheel (in the sealed off area of the top right quadrant) and a bronze gear. If you come across a room with dismembered robot parts within then search among them for a salvageable piece. Another room has a small statue in a recess in the wall take the fish like head from it. Walking around the very outside edge of the circle will reveal rockfalls which can be visited. At one of these you'll find a skeleton. Take it's ribcage. Fighting the patrolling guards serves little purpose, so avoid them if you can they only yield miserable rations which are not strictly necessary. Once you've visited all the rooms and gained all the items return to the statue room and use the ladder on the hole to get across and grab the cup. Go to the Lava room and use the cup on the pedestal now use the fish head statue on the plaque to fill the cup with lava. Take the cup of lava to the machine room and pour it down the funnel at the top making sure you put the spoked wheel in place to the right of the large dish beforehand. The machine will spew out several Orchicalcum beads, very handy! Grab the beads and take the spoked wheel back before exciting. Head for the crab room once there use the sandwich (or the bratwurst) on the ribcage and chuck it in the pool. A crab should get trapped in there shortly when it does take the ribcage with the crab inside.

Now stroll over to the sentry room and whack a bead into the eel sculpture. Whack another one into the fish statue to open the door . Once through, visit the dungeon and pick up the circular statue part from the wreck of the sentry statue. Don't bother trying to rescue Sophia. Go to the canal and give the crab in the cage to the octopus. Swim across and leap onto the raft. Ram a bead into it's mouth to get it going. Open the water gates with the stone disks drifting along will reveal a set of stairs ascend them and take the crescent gear from the open cupboard close the cupboard and look at it. The key to operating the Atlantaen statues is here. Go back to the raft and drift left to the next room. Get off the raft and drift left. Dismount and go through the archway. Use the ladder and open the chest plate. Now place the spoked wheel on the centre peg and place the strange Y - shaped statue part over the top of it. Place the crescent on the two right hand pegs and the last sunlike part on the top left peg. Jam the bead down the centre hole. This will move the statue arm making more of the chain available. Now get down and use the chain with the bronze loop on the door. Get back up to the chest plate and open the door. Take the hinge pin from the floor and return it to Sophia in the dungeon. Give her the hinge pin and lift up the cage. Talk to her and tell her to brace the door with the hinge pin. Once Sophia has escaped and you've tickled her tonsils pick the cage up followed by the hinge pin. Return to the massive door via the canal and step through.....

Follow Sophia into the first room where she'll be possessed by Nur-Ab-Sal. Talk to her and ask to speak to the mortal woman tell her to throw the necklace away and then look at it and slam a bead of Orichalcum, into its mouth. When she takes it off garb it and put it in the gold box kiss it goodbye Nur - Ab - Twat! Now saunter up the stairs and take the sceptre from the base of the weirdy skeletons. Exit the room and carry on around the hall. Take the next door along. Walk up to the tractor thingy and feed it Orichalcum. Place the hinge pin the left hand slot and the sceptre in the right hand one. Push them both forward. As you're zooming along the corridor take the lever out of the right hand slot and put it in the centre one. Put both levers in the centre position. Once the tractor has plunged to its doom click on the dark hole entrance just to the right of where you are standing to enter the great lava chamber. Use the diagram to guide your way down to the stepping stones. Here it's mainly trial and error as the stones are again set out randomly . Make sure you take note of the large spindle diagram on the back of the wall of the great chamber this tells you how to align your stones in the next room. After crossing the stones descend the stairs opposite and behold the majesty of the great colossus!

Carry on down to its heart and without further ado place your stones on the spindle. Align them as they were shown in the great chamber to start up the machine. Now those Nazi type depraved people turn up once more and take over the show. When Kerner decides to be the first god, tell him about Plato's tenfold error that should take him down a peg or two (literally!) Now for the hard part. You have to convince El Chrome Dome that you really want to be an angry god that will punish him sorely. By doing this he'll get nervous and decide to be a god first. Be very careful not to become a short term god yourself... ***Good luck!***



CVG OFFICIAL U

Dear Wimp's...

Being the UK's Official High Score Arena, this is the only place you can show off your gaming brilliance - and at the moment all you're showing is bare faced cheek! After an impressive improvement last month those top quality score lines are starting to become a little stale again. Now I know you can do a lot better with a little bit of encouragement, so I've decided to get strict! From now on only the very best scores will be considered for entry into my zone and any feeble efforts will be torn to shreds. So if you want to please me, stick your best efforts in an envelope and send them to: OFFICIAL UK HIGH SCORES, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, only the best will do.

Sadie

AMIGA

Some brilliant Amiga scores this month. Most notable are **Lee Unitt's** goals in Speedball 2 against Super Nashwan and I know how HARD those boys are to BEAT! An 18-0 win in under three minutes for **Nick Ellis** on Sensible Soccer is a cracking score too.

SENSIBLE SOCCER - 18-0 WIN IN 3 MINUTES
Nick Ells, Sussex

PINBALL DREAMS - STEEL WHEEL - 35,265,255
NIGHTMARE - 109,239,913
Steven Frew, Solihull

JIMMY WHITE'S - BREAK OF 47
AGAINST JIMMY
Steven Frew, Solihull

MANCHESTER UTD EUROPE -
23-0 v JUVENTUS
Lee Unitt, Solihull

SPEEDBALL 2 - 426-0 VS.
REVOLVER 282-6 v SUPER NASHWAN
Lee Unitt, Solihull

JOHN MADDEN FOOTBALL
324-0 WITH SAN FRANCISCO v CHICAGO
David Casado, Wales

KICK OFF 2 - 35-0 1
DIVISION v INTERNATIONAL
Tim Ashworth, Nottingham

INTERNATIONAL KARATE + - 136,400
David Parkes, Croydon

PROJECT X - 750, 675
Paul Horde, Stains

ARCADE

Eddie Walshe from Ireland has smashed the Blood Brothers score out of sight. Street Fighter 2 is well represented with **Camilo Spiteri** on the champions machine and Andrew Smith on the original, but we think you can do better.

STREET FIGHTER 2 CHAMPION EDITION - 793,250
Camilo Spiteri, Middlesex

STREET FIGHTER 2 - 1,127,200 COMPLETED WITH RYU
Andrew Smith, Staffordshire

WRESTLEFEST - WON THE ROYAL RUMBLE WITH THE LEGION OF DOOM 1 CREDIT
Nick Ells, Sussex

BLOOD BROTHERS - 1,012,320
Eddie Walshe, Ireland

UK HIGH SCORES

GAMEBOY

Penny Teags is still riding high with that incredible Tetris score, and it's completely genuine. Is there ANYONE out there who can beat it? On that matter, can you beat any of the scores listed below? I want to hear from you!

MEGAMAN 2 - COMPLETED
Jon Botterman, Kent

NINTENDO WORLD CUP - 53-0
Jon Botterman, Kent

TETRIS - 470,935
Penny Teags, Southampton

TINY TOONS - COMPLETED
Daniel Silverton, London

SUPER KICKOFF - 42-6
James Musselwhite, Dorset

REVENGE OF THE GATOR - COMPLETED
Raymond Chung, Sussex

MEGADRIVE

Now then, you Megadrive users had better rethink your strategies as this month's entries showed unrivalled sadness beyond belief. Only **Robert Collier** kept me from boycotting the Megadrive table completely this month! Pull your fingers out all of you!

SHADOW DANCER - 729,400
Ross Gower, Kent

QUACK SHOT - 754,000 COMPLETED
Ross Gower, Kent

TWO CRUDE DUDES - 831,902
Richard Duncalf

ROBOCOD - 10,269,950
Iain Brands, Caithness

MERCS - 709,600
James Hutchings, Buckinghamshire

OLYMPIC GOLD
4 GOLD 2 SILVER 1 BRONZE
Adam Woodlcock, Australia

PITFIGHTER - $1,868,040
Philip Doak, Scotland

ALTERED BEAST - 349,500 - NOT HIT ONCE AND COMPLETED
Roger Hyldon, Somerset

STREETS OF RAGE - 9,999,000 - COMPLETED ON THE HARDEST LEVEL
Robert Collier, Herefordshire

NES

Those NES scores are still only trickling in and only a few are skimming into the all time top pros' positions! Things had better perk up or I'll have to get tough and show you how to do it!

WORLD CUP SOCCER - 43-O
Jon Byrne, Sutton Coalfield

DUCK TALES - 57,276,100 COMPLETED
Tim Rawlins, Hull

TOP GUN - 54,000
Arnold Holt, Yarmouth

WWF WRESTLING - COMPLETED WITH EVERY WRESTLER
Christopher Osborne, Merseyside

DOUBLE DRAGON 3 - COMPLETED
Glen Ramsden, South Yorkshire

GOAL - 16-0 v JAPAN
Glen Ramsden, South Yorkshire

CONTRA - 167, 670
Steve Cotteral, North Humberside

MASTER SYSTEM

The poorest bunch of scores I think I've ever come across! I've taken down the names and addresses of all the bozos who landed in the bin and they'll be wiped of my Christmas party list for good! Get some decent stuff in NOW!

SONIC THE HEDGEHOG - 2,900,940
Patrick O'Duffy, Surrey

SHINOBI - 82,570
Brian Gavin, Ireland

OUT RUN - 310,820 COMPLETED
Brian Gavin, Ireland

SUPER KICK OFF - 34-0
Adrian Knowles, London

SMASH TV - 4,234,540
Luke Smalls, Windsor

MICKEY MOUSE - 1,020,300
Adam Gill, Brokenly

BUBBLE BOBBLE - 8,450,010
David Marks, Inverness

SWITCHBLADE 2 -
COMPLETE WITH TWO LIVES SPENT
Steve Keen, CVG

SUPER NINTENDO

Here it is - the most hotly contested chart in the High Scores arena. **Ross Patel** from Derbyshire has whacked nearly three quarters of a million points onto the previous all-time Final Fight record and we've had sackfuls of Mario scores, but no one seems to be able to break the 10 million mark. **Mark Wright** has the most prestigious title this week with his Street Fighter 2 antics. Keep 'em coming!

STREET FIGHTER 2
BEAT ALL CONTROLLABLE CHARACTERS WITH NO LOSS OF ENERGY
Mark Wright, Berkshire

SUPER TENNIS - COMPLETED 640
Nicholas Huchon, Surrey

SUPPER SOCCER - 99-0 v. COLUMBIA
Nicholas Huchon, Surrey

SUPER MARIO 4 - 9,999,990
(ALL 96 LEVELS)
Miles Cadwallader, London

WWF WRESTLEMANIA
COMPLETED WITH EVERY WRESTLER ON HARD
Miles Cadwallader, London

FINAL FIGHT
COMPLETED 3,156,702
Ross Patel, Derbyshire

SUPER OFF ROAD RACER - 1,008,040
James Ratcliffe, Surrey

THE ADAMS FAMILY
81 LIVES AMASSED
Angelo Zecca, Gloucester

CONTRA 3 - 1,558,649
COMPLETED ON HARD
Ben Thompson, Newark

SUPER R-TYPE - 5,131,687 - COMPLETED
Adam Ross-Sercombe, Cheshire

SMASH TV - 79,223,070 - COMPLETED
Jamie Evans, London

UN S QUADRON - 1,568,999
JON BILLINGTON CVG

ULTRAMAN - 2,850,00
GEOFF BANKS, ESSEX

PANG - 3,100,000
JAYNE CHESTER,SURREY

Official UK High Scores

Dear Wimp's

Here it is - your chance to prove you're a great gamer and win the fame of your name in the Official High Scores and the chance to play against the CVG boys themselves! The CVG stars reckon they're the greatest when it comes to games and can beat the pants off any of you puny wimpos, so it's up to you to prove them wrong! I'll be picking the hottest players of the lot and invite them down to CVG Towers to play against the boys themselves - and every month the hotshot who I reckon is the greatest gamer will win themselves an incredible framed and signed photo of yours truly! So if you want fame, fortune, a crack against the CVG boys and the greatest gaming trophy in the land just rack up those points, fill out this form and send it off to: OFFICIAL UK HIGH SCORES, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, you've got to be in it to win it, so get to it wimpos!

Sadie

Official UK High Scores Entry Form

CVG

Dear Sadie,
I reckon I'm the greatest gamer around and can beat those CVG boyos any day of the week. Here are my High Scores to prove it and I hope you pick me for some gaming glory:

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GAME FORMAT	SCORE
GAME FORMAT	SCORE

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DRIVING GAMES

GREAT GAMES GUIDE

COMPUTER AND CVG VIDEO GAMES

1. LOTUS TURBO ESPRIT - AMIGA/ST

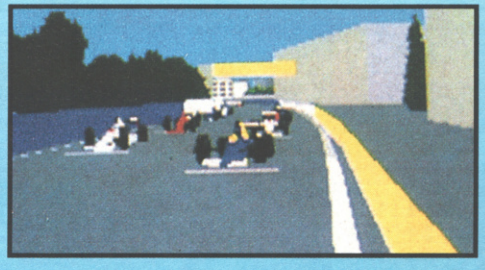
Reckon you're good enough to beat some of the worlds top drivers around some real mean tracks in some of the fastest cars going? Well here's your chance to find out - courtesy of Gremlin. Lotus Esprit puts you in control of one of the fastest and most expensive cars on the road today and gives you a split screen rear view of the racing lark. You can race against a mate or the computer and the game can get really competitive, especially in two player mode! Many racing games are let down because of jerky or slow scrolling, but Lotus suffers from no such setbacks. The scrolling is beautifully smooth and the update among the fastest seen on the Amiga. There's a real feeling of big race tension, and the car handles like a dream for super fast driving japery second to none! A runaway winner.

2. TOP RACER - SUPER NINTENDO

Bored with watching everyone race in their smart souped up motors and fancy a go yourself? No problemo - grab this cart from Kemco and get racing! Top Racer gives you exactly the same view as Lotus Esprit, which is hardly surprising when you consider it's essentially the same game. You get the choice of racing four well wicked sports cars around some pretty testing tracks, and nesides being able to race against a mate you can also take part in the World Circuit! Although Top Racer makes no use whatsoever of the Super Nintendo's graphical capabilities, it does combine super fast update with frantically brilliant gameplay so good you'll probably wet yourself!

3. FORMULA ONE GRAND PRIX - AMIGA/ST/PC

Another top class winner from Geoff Crammond, Formula One Grand Prix puts you behind the wheel of the fastest cars known to man - the Formula one racers. This superb 3D racer is stacked full to the brim of amazing graphics, brilliant sound and some highly realistic and incredibly fast gameplay. The sheer amount of alterations you can make to your car is mind boggling, and the attention to detail is truly amazing. One of the best games ever written and an essential buy for race fans everywhere.



4. JAGUAR XJ220 - AMIGA

The Jaguar XJ220 is one of the smartest cars on the road, and thanks to Core we can all indulge in some Jag-related japery for a snippet of the squillions a real car would cost! Jaguar XJ220 is one of the fastest racers on the Amiga, and scores high in the playability stakes. The cars are very detailed and move at one helluva pace, with no hint of sprite glitch to be seen. Where this game really comes into its own is realism - with stacks of options available to customise the game you want to play. More detailed than Lotus, but just a shade less fun overall.

5. SUPER MONACO GP II - MEGADRIVE

The Monaco Grand Prix is one of the biggest events of the racing calendar, and here's your chance for the starring role! Super Monaco GP was one of the first racers on Megadrive, and one of the best until this sequel came along. Well, it's not actually a sequel - more of an improved version of the original. But if you don't have either then you should buy this over the original - the car still handles like a dream, the speed doesn't let up and this time round there's a stack of options to tinker with. Hurrah!

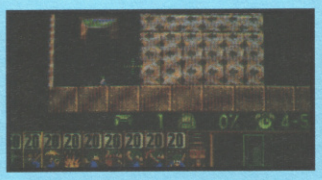
PUZZLE GAMES

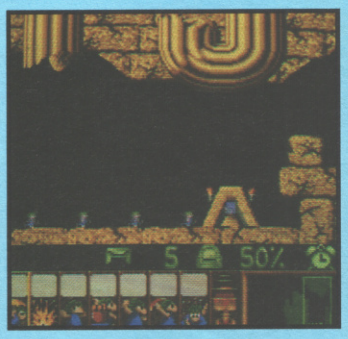
1. TETRIS - GAME BOY

The all-time classic puzzler has appeared on just about every machine known to man, but the Game Boy version remains the greatest of them all! This is as near as dammit the PERFECT game - we've had our Game Boys years and Tetris is still the cart which sits in the machine! Graphics are simple but effective, and sound nothing to write home about, but gameplay is what counts here and Tetris is probably the most addictive computer game you'll ever see! Worth buying a Game Boy just to play it!

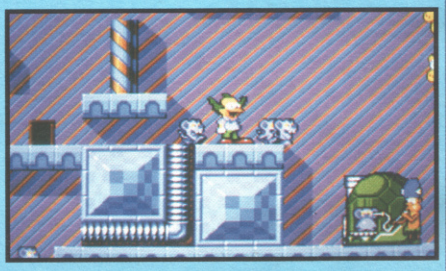
2. LEMMINGS - AMIGA/SNES

Lemmings are daft. Really daft. Well, who else walks off the edge of a diff just because it's tradition? Fortunately, or not as the case may be, you're given many different items with which to try and save the brainless idiots from certain doom. The graphics are quite nice if a little small, but gameplay is hellishly addictive. Every level taxes your brain in different ways, making this one of the greatest games of all time. If you don't own a copy already you're an idiot who doesn't deserve one anyway.





3. KRUSTYS SUPER FUNHOUSE - SNES/MEGADRIVE

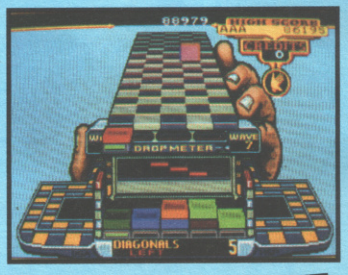


Krusty's house is a legend in its' own time, full of neat tricks and surprises - but not any more! Krusty's pad has been invaded by legions of purple rats, and it's up to you to try and get them all out. Basically the game is the complete opposite of Lemmings - instead of trying to save the cuddly creatures you have to kill them! Graphically very good, with cartoon-style well animated sprites and smart backdrops, it's gameplay which really makes this one stand out. It's horribly satisfying to watch the purple terrors die in agony and you just can't help coming back for more. A brilliant game which will keep you more than entertained for ages.

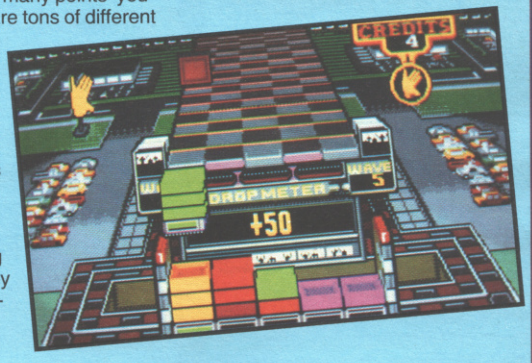
4. YOSHI'S EGG - NES/GAMEBOY

After his Nintendo debut with the megastar plumber in Mario IV, Yoshi the dragon type dinosaur gets his own game at last! Yoshi's Egg is a Tetris clone with knobs on. You've got four different platforms to use and all can be shifted around courtesy of Mario who, let's face it, has to make an appearance somewhere! The different types of icons can be arranged in scores of different combinations for stacks of points, and it's fun to learn them all. Not quite Tetris nut a great game anyway.

5. KLAX - AMIGA/ST/ MEGADRIVE



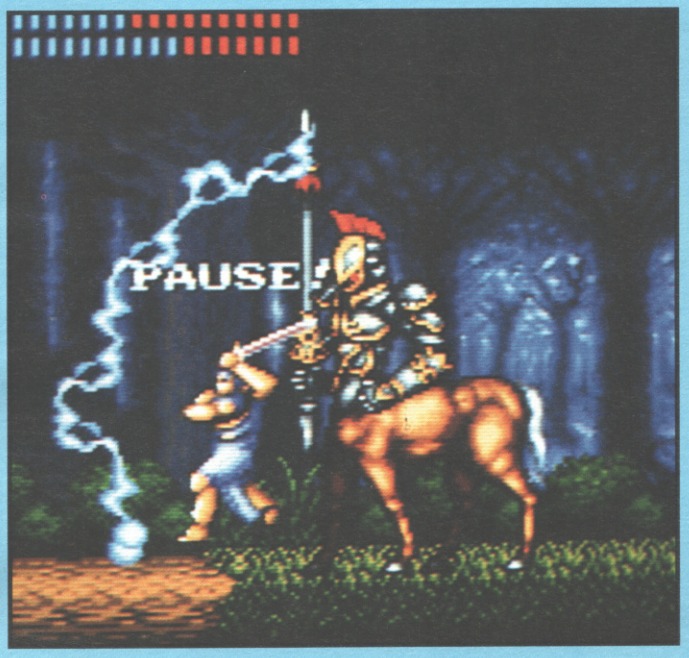
More tile arranging here. Tiles slide toward you on a conveyor belt and you have to catch them on a flipper and drop them onto the platform below in a certain order creating a Klax, and the order in which you drop them determines how many points you receive. There are tons of different types of Klaxes - horizontals, verticals, diagonals and multiples for the really big points. The game starts off fairly simple but soon becomes very fast, challenging and quite horribly addictive. Excellent!

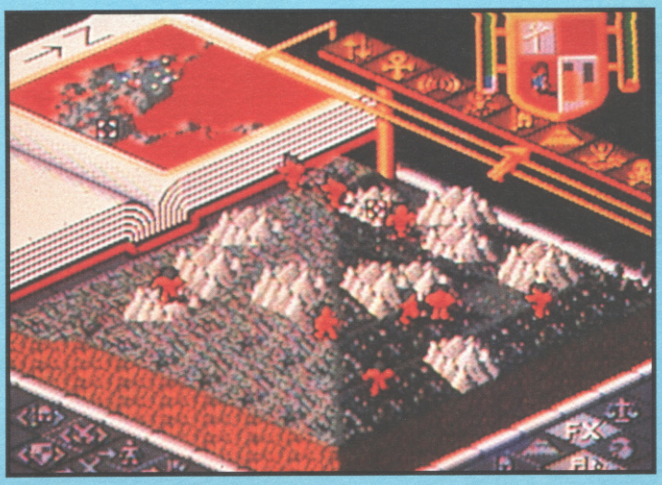


CVG STRATEGY/ADVENTURE

1. ACTRAISER - SNES

These evil gods really are a problem aren't they? Have they got nothing better to do than pillage people's places all day? Get out there and do something about it then! Actraiser was one of the very first games on the SNES and it's still one of the best. The game is split into two parts - a Rastan Saga-type slash 'em up and a smart Populous-type control the people thing. Sounds a strange mix, but it works incredibly well. The creation part is incredibly easy to get into (provided the instructions are in English!) and the game is so involved it's unreal. If you're looking for something a bit different you can't go wrong with this.





2. POPULOUS - SNES/MEGADRIVE/AMIGA

Here's your chance to do just what you've always wanted to - play god. You're given an area of land full of hills ditches and other such hindrances and have the task of building a successful community. To start with you only have the power to raise or lower land but when your power increases you can create havoc with such events as earthquakes, volcanoes and floods or even Armageddon! With plenty of hidden depths and a real feeling of power running thoughout the game this one's a bit of a winner. Check it out!

3. POWERMONGER - AMIGA

Although seen as more of a sequel to Populous than a stand alone game, Powermoger is actually distinctly different to Bullfrog's first effort. Once again you're given control of a large bunch of people all seeking help - but this time it's war! Instead of improving the land around you, it's time to take a quicker route - invade and take over other settlements. With even more depth than Populous, and some would say more fun, it's a title which should not be missed.

4. RAILROAD TYCOON - AMIGA/ST/PC

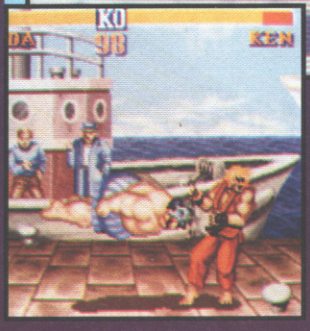
Want to build a smart railway empire spanning the entire country and sit behind a desk puffing a big cigar while your trains make millions? It may not sound like the greatest game ever, but Railroad Tycoon is actually one of the best there is. At the start of the game you're given a piffling little section of track somewhere in West Crawley and told to invest smartly, build wisely and create a massive empire of potential Orient Expresses. Will you're fleet be snapped up by Dickie Branson or will it have all the capabilities of British Rail in the Autumn? That's up to you!

5. PRINCE OF PERSIA

The Grand Vizier Jaffa has snatched your girlie away and is holding her captive in his castle under the threat of immediate marriage. The only way to get her out is to battle your way through the twenty different Labyrinths which lay ahead, packed to bursting with traps galore. Prince of Persia has yet to be converted badly, so rest assured that whatever version you buy you're set for one of the greatest gaming treats around!

1. STREETFIGHTER 2

It's still only a new boy in the arcades, but Capcom's Streetfighter 2 has already achieved cult status and been described as the Greatest Coin-Op Of All Time! The concept is very simple - eight fighters from around the globe have gathered to beat the crap out of each other until one winner emerges as the grand champion. The reason for the success of this title was this - everything! The gameplay reaches a new high, graphics are simply stunning and sound unrivalled. There's nothing quite like Streetfighter 2 and if you still haven't played the game then put that situation to rights just as soon as you can!



2. DEFENDER

The original horizontally scrolling shoot em up. Defender launched a lifelong tradition of shooters which is still being carried on today. For the first time, here was an arcade game with real menace. From the moment you slapped in your coins and the machine growled to begin the game, Defender was Frantic Central all the way. This was the first really tough arcader, the type of game which could take months or even years to beat and even today you'll still find people pumping coins into the machine for a blast from the past. Simply brilliant.

3. STAR WARS

This was released just as Star Wars fever was gripping the world with the release of the film The Empire Strikes Back. Giving you a view something like that used in StarBlade but a little more simple, Star Wars had you flying around blowing of Tie Fighters, doing away with the Death Star and generally taking on the Empire all over the show. The wireframe 3D graphics were superb for the time and the gameplay immensely addictive. An awful lot of people became an awful lot poorer after becoming hooked on this...

4. FINAL LAP II

Another new boy. A lot of you may be sitting there wondering what on earth this is doing here, but the fact is that the eight player thrills and spills of Final Lap Twin just could not be ignored and so earn the game its rightful place in this most coveted of pullout guides. The action is fast and furious and with all eight players taking part it's an absolute riot which will have you at it for ages. Get that change ready and find a copy now - and don't forget to take your mates along for the ride!

5. TOTAL CARNAGE

Another new boy manages to make the grade. Total Carnage is the sequel to Smash TV and manages to keep up an overwhelming amount of mayhem, death, destruction and violence on screen at once. Incorporating all the features of the original with a little more speech, more gameplay and, if it's possible, a larger claim on your pocket change, one of the greatest blasters of all time just got better. Grab a pocketful of silver and blast, Blast BLAST!

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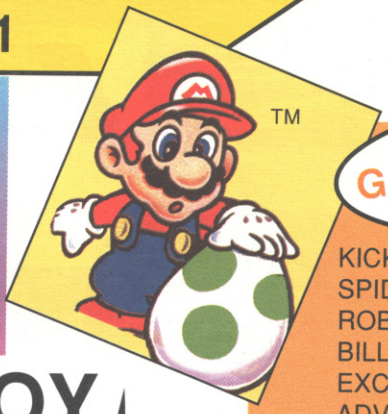

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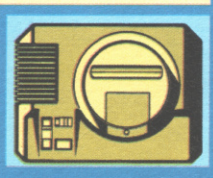
CVG REVIEW

MEGADRIVE

SPORT SIM

BYDATA EAST
£39.99



Billiards. Pool. That game where the holes are in the middle of the table. It's all the same innit? Well no, not really. For a start there are only three balls in billiards and you have to richochet the balls around the table like nobody's business. Pool is an absolute riot of skill, tension and top girlies. Whether it's seedy bars or top mansions you want to play in, Side Pocket gives you the choice of both. This is a simulation of Straight pocket Billiards, standard nine ball Pool for one or two players. And if you feel a bit flash you can try one of nineteen trick shots and show off to all and sundry!

This is a conversion of the coin-op of the same name from way back, which swallowed many of my finest pennies and still gets the odd bash to this day. This Megadrive version captures the feel of the original perfectly. Graphics are simple but move along very smoothly and sound is superb (although the music is jolly beyond belief!) The atmosphere of the game and realistic ball movement are both excellent - way above any other pool sim I've ever encountered. There's absolutely no boredom to be found here and the trick shots split up the action very nicely. The shot limit is just about right, and fabulous ball inetia makes this a dream to play. Rack 'em up and rock because this game is the biz!

PAUL ANGLIN

GRAPHICS	%	85
SOUND	%	88
GAMEPLAY	%	90
VALUE	%	91

OOH, YOU DON'T WANT TO HIT IT LIKE THAT; YOU WANT TO HIT IT ON THE TOP!!

EMPTY POCKETS

The Side Pocket coin-op didn't exactly set the arcade world alight, but it can still beseen in a good many arcades today. There were also a lot of spin-off games as well, all invloving plenty of balls and some even some scantily clad lasses. Hurrah!

SIDE POCKET

IT'S A WHOLE NEW BALL GAME

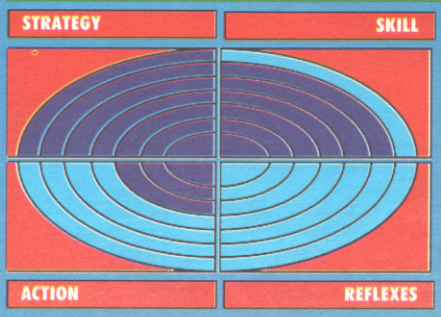
In Side Pocket you're given a choice of three different types of ball-related japery. There's the straight pocket billiards, which has you bouncing your balls off everycushion in the vicinity. Nine ball Pool quite simply sees you trying to pot all the balls in the fewest possible shots. Trick shots is the most difficult but enjoyable of the lot but one of the most spectacular shot possible and the girlies will go wild.

CHALK AND CHEESE

From time to time you'll notice that one of the many pockets will begin to flash and words will appeear on them. This means that if you pot a ball in there you'll get a smart special bonus. Don't muck abaat and go for it!

HERE'S THE STRENGTH-O-METER

THANKS...
..to Shekhana Consoles (081 889 9412) for the Review cartridge.



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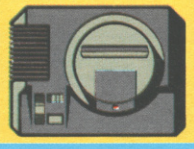
REVIEW

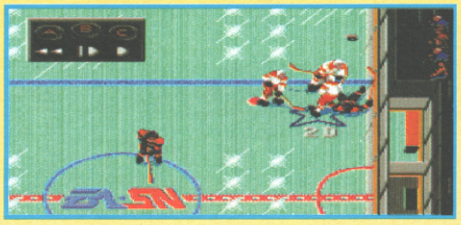
NHLPA 93

MEGADRIVE

SPORT SIM

BY ELECTRONIC ARTS
£39.99





NHLPA 93? That's a bit of a mouthful, eh? Well, it stands for National Hockey League Players Association, and this is the game of the name. The rules are very simple: get the puck into the opposition goal and stop them from getting the thing in yours. Simple eh? Not really - there are all manner of methods employed to try and put you out of action permanently, so you'd better be on your toes for some top class skate action. It's party time!

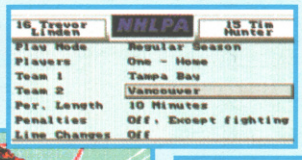
Right then let's get this straight - this is NOT a sequel but an improved version of EA Hockey, and whilst there are a few smart changes here it's definitely not worth buying both if you have the original. Graphically it's basically the same, although the graphics do look a little crisper and the animation is slightly better. Gameplay again has remained the same but with a slightly looser control method (and more goalkeeper movement), slightly faster and more hectic pace plus a stack more options to twiddle. In fact the biggest change in the game has been made in the sound department - the effects have really been beefed up to much better effect with a far more violent sound of people eating wall. All in all a brilliant game, but EAH owners should save their cash for the official follow-up.

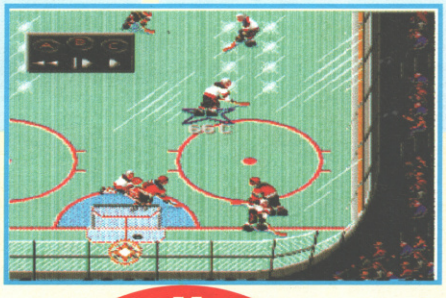
THE TEAMS IN A STATE

If you think this game is EA Hockey 2, think again. The main change from EAH here is that instead of choosing from international teams you can take your pick from a total of twenty different state teams. You can choose from the cream of the crop - from St Louis to Minnesota, Chicago to Tampa Bay. All have their own strengths and weaknesses, so make sure you get it right!

WOT'S THE DIFFERENCE?

The question on everyboy's lips is how does this compare to EA Hockey? Well, EA said from the start this was not a sequel, simply an enhanced version a la John Madden 92. There are a number of differences between the two, but not enough to make it worth buying both.



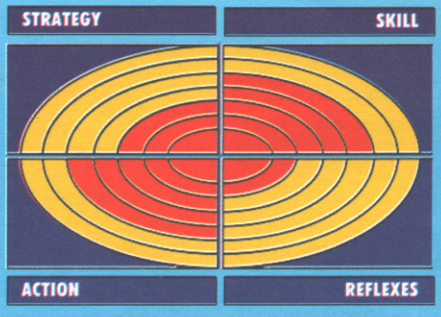


PLAY IT AGAIN

No sports game would be half as much fun without the now indispensable instant replay option. With controls much like a VCR, this allows you to watch that classic goal again and again or, if you prefer, view that vicious shoulder tackle that took Gretsky out of the game. The only thing missing is an option whereby you can save your fave replays. How about it guys?

PAUL ANGLIN

GRAPHICS	%	93
SOUND	%	94
GAMEPLAY	%	90
VALUE	%	91



In the beginning
there was Void

CVG REVIEW

BLAST OFF! No sooner do the Megadrive and Master System versions of Smash TV leave Acclaim Central than the CVG boys grab 'em both for the full Review! So if you're a Sega-owning shooter fan looking for action then this is the place to be. Take it away, lads!

MASTER SYSTEM

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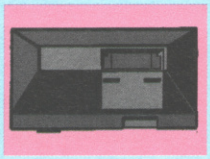


The Number One arcade blaster has made it onto the Master System! Futuristic frolics and manic machine gun antics had arcade freaks foaming at the mouth when the hugely successful arcade monster hit the streets.

Having seen faithful versions on just about every other system, I was quite looking forward to this - but as soon as the game started I reeled back in horror. Tiny, unanimated blobs flitting around the screen like demented insects, and the most awful sounds I've heard outside the Peckham abattoir! Control of the main sprite is appallingly slow compared to the speed at which the enemies rush around the screen, and there's hardly any time to dodge out of the way - let alone raise your gun to them. Sprite detection is pitiful - bullets and shrapnel clearly pass by you, only to deprive you of another life. PATHETIC!

STEVE KEEN

GRAPHICS	%	36
SOUND	%	37
GAMEPLAY	%	36
VALUE	%	30

Check it out! One of the few hostesses that hasn't wed Brucie..

Ooo! It's gift time! Grab as many prize parcels as quick as you can.

SMASH

MANY MUTANT MUTHERS

Want to grapple with some totally over-the-top end of level bosses? They don't come much tougher than those you'll meet in Smash TV! There's Mutoid Man, who emits deadly lasers from his eyes, not to mention other angry assailants such as snakes, not-very-jolly policemen, deadly robots and super-charged tanks. Kill 'em and you beat the level. Don't and you won't.

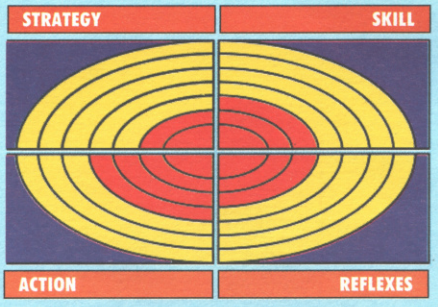
I bet this lad ate his greens when 'e were a lad!

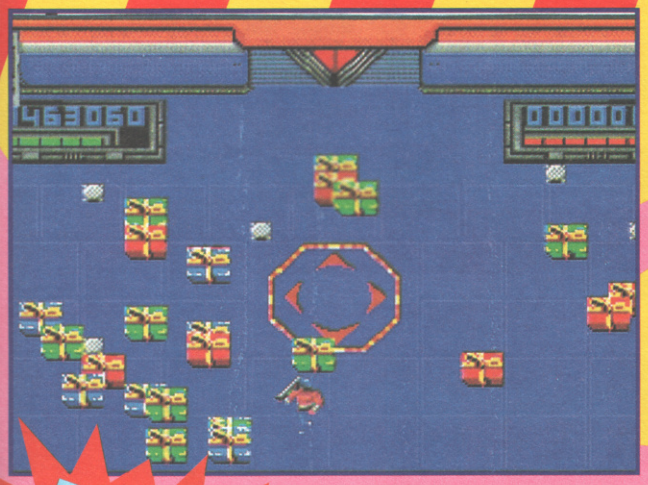
THREE WAYS TO PLAY

While the coin-op version had you controlling your character using two joysticks, Smash TV on the Sega employs a different method. Choose from three types of control - you can have the gun always facing the direction you're standing, keep your weapon pointing in one direction all the time or quickly flick it around in the opposite direction.

KILL FOR CASH

Being a gameshow, the lucky contestants can collect a horde of prizes as they go! Appearing on each level are such goodies as pop-up toasters, video recorders and cash in abundance! Get to the end of each level and all these prizes are converted into points - great!





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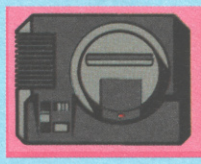
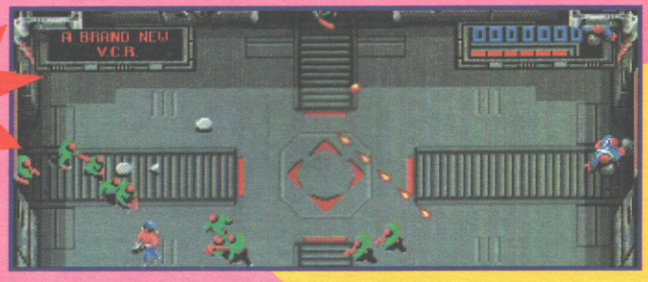


Smash TV is the most popular gameshow ever. One or two contestants are placed in an arena with an assortment of mega-powerful weapons and all they have to do is stay alive. Blocking their way is an army of bad guys, tooled up to the teeth with state-of-the-art armaments - and they're getting paid to try and stop you winning big money and big prizes. So grab your gun and slip into that natty one-piece cozzie. This is gonna be a bumper episode!

TV



CONVERTS A PLENTY

Smash TV is the conversion of the stunning Williams coin-op that's been gobbling up the coins of arcade goers around the world for a couple of years. A derivative of the ages-old but immensely playable Robotron 2084 arcade machine, Smash TV has recently spawned a sequel by the name of Total Carnage which looks set to be as successful as its daddy. And if the rumours are to be believed, we could be enjoying Total Carnage at home in the relatively near future - watch this space!

GET YOUR KIT OUT

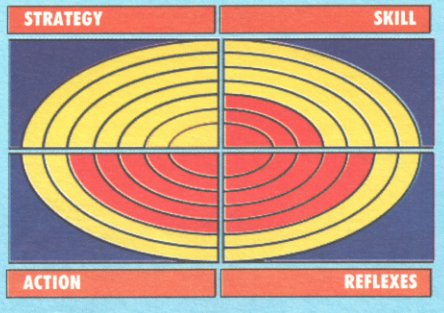
With all these guys after your blood, it's a good job that you've got some pretty nifty weapons at your disposal. You start off with a slightly cack single-shot weapon, but if you find the right pick-ups that appear throughout the levels, you'll be able able to take on the terrors using anything from a monster-mashing three-way blaster to an all-powerful rocket launcher. Don't miss 'em.

BIG BOSS BOTHER!

Every shoot 'em up has it's own end-level bad boys, but none in quite the same mould as the lads you'll meet in Smash TV! No joke, this show features some of the most horrible devils and creatures since, um, the last series of Every Second Counts! Tangle with Mutoid Man - a big fat guy on caterpillar tracks with big guns in place of arms. Wrestle with a batch of snake-twin type things that just keep on coming until they're toasted. And then jostle for victory with the slick but wicked Smash TV host himself. Who said telly was bad for you?

Smash TV finally makes it onto the Megadrive and it's not that bad a job, all things considered. The main worries were how the control method would stand up and could the Megadrive cope with the sheer amount of baddies on-screen? What Acclaim have done is configure the A button to fire in the direction you're facing and the B button to shoot the opposite direction, and while it doesn't have as good a feel as the coin-op controls, it's an adequate compromise. As for slow-down, there is some, but at least everything moves around fluidly. So is Smash TV the top conversion we were hoping for? Almost, but it just fails to capture the feeling of the coin-op - it doesn't move at a fast enough pace and, to tell the truth, it's a bit easy.

PAUL ANGLIN



GRAPHICS	%	90
SOUND	%	84
GAMEPLAY	%	84
VALUE	%	82

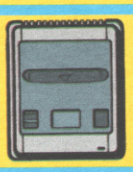
CVG 83 CVG

CVG REVIEW

SUPER NINTENDO

SHOOT 'EM UP

BY OCEAN
£45.00

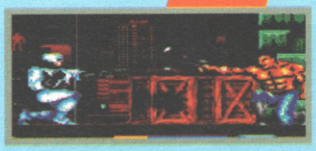


OCP have finally got round to constructing Delta City and it's the first crime-free city - NOT! The only problem with construcion is that there are a lot of houses in the way, so what can OCP do? Simple - just bulldoze the place anyway. The thing is, Robocop is not about to let that happen - so with his new arsenal of weaponry he enters the war against the re-habs (the likes of which consist of ED 209s and the all-new OTOMO) on the side of the people. So get in there and test your mettal, tin boy!

I had really high hopes for this, but unfortunately they were all shattered when I saw what is basically another platform shoot 'em up. This could have been forgiven if the game itself was up to scratch, but sadly that's not the case. Robo 3 is a frustrating and unoriginal game which could have been special, but a lot of opportunities have been wasted. One of the game's most annoying features is the fact that wherever you die on a level you have to go right back to the beginning, even if you die on the end-level baddie! Gameplay is very simplistic and there's no great urge to soldier on because all you can see on the horizon is more of the same. Some of the Robocop games have been totally ace, but this just doesn't make the grade.

PAUL ANGLIN

GRAPHICS	%	83
SOUND	%	81
GAMEPLAY	%	76
VALUE	%	68

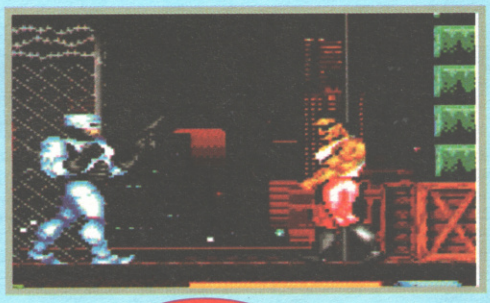


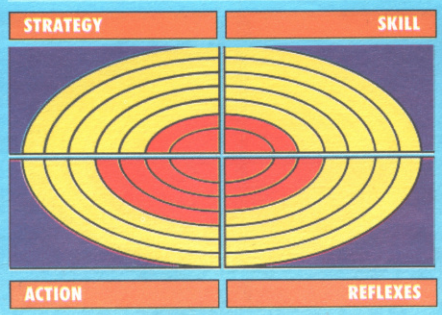
MIND IF I ZIP THIS UP?

Although Robbie is equipped with some real heavy duty stuff he's still going to need to pick up some more weapons along the way. After all, you can never kill too many OCP agents. There are a few special guns to be found strewn across Old Detroit - the three-way shot, useful for taking out aerial targets, the laser to rip through just about anything and the missile launcher, which does everything your hand blender can't. You can also hold all four weapons at once and access your preferred one by pressing Select

CAN YOU FLY, BOBBY?

The SNES platform based antics of Robocop 3 are based loosely around the ones of the film of the same name. This piece of movie mastery which is due out in about November time sees our friendly metalhead running around trying to protect the residents of an ill-fated housing estate. But OCP will have none of this and have dispatched some of the toughest guys they've got (and that's tough) to sort out the problem. It all adds up for some smart death 'n violence. Hurrah!





then there was

CVG REVIEW

SUPER NINTENDO

SPORT SIM

BY ACCLAIM
£45.00

The man with the funny accent picks up the bat, pulls on his cap and steps outside the door. He strolls over to the plate, ears ringing to the applause from the crowd, steps up and raises his bat. Looking out towards the pitcher, he notes the steel stare of the other's eyes. Moving his cap around he nods to the official, the pitcher winds up and release a fireball of a pitch. "Didn't see that," moans the hitter. Second pitchwinds up and screams one down the centre of the plate. Another miss. It's all too much, and the hitter slams down his bat and storms off the pitch. "Stuff this," he tells the crowd. "I'm off home for a game of Roger Clemens' Baseball on the SNES!"

This game would be a fine old laugh if it wasn't for the annoying little niggles which ruin the gameplay. For example, how are you supposed to get anyone out when the ball travels slower than the batters running to the next base? And how come your fielders can't catch, when the computer seems to have homing beacons attached to its gloves? Thankfully the two-player mode eliminates many of these problems, but not all, leaving the overall product a bit of an also-ran. A potentially brill baseball sim let down by a few little quirks which could have been avoided. Sorry Rog !

TIM BOONE

GRAPHICS	%	83
SOUND	%	80
GAMEPLAY	%	67
VALUE	%	77

ROGER CLEMENS' MVP BASEBALL

OUT OF TIME

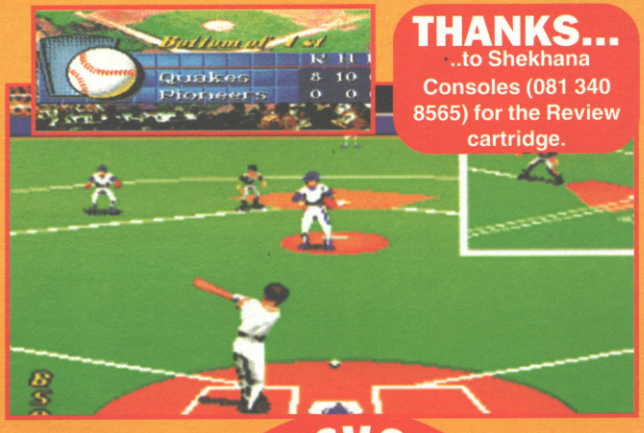
Your player's just about to pitch the final ball when you remember he's actually a load of old cack and couldn't throw a strop in a supermarket. What do you do? Easy - call a time out and change the pitcher. Time outs can be called at any point throughout the game to change either the pitcher or batter, depending on what you're doing. They're also well handy for peeving the opposition by interrupting the flow just as soon as they've started a winning roll. Hurrah!

TOP TEAMS A-PLENTY!

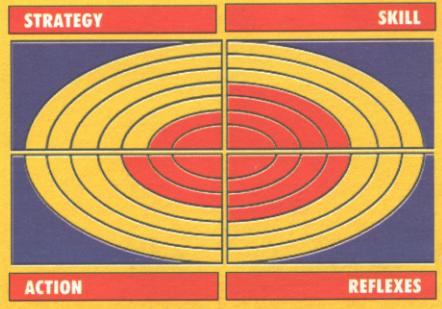
There are twenty different teams to choose from in Roger Clemens' Baseball, none of which are in the official league - but they're pretty good anyway! You can choose from two different East or West side teams and all teams have their very own lists of stats. One team even features our man Clemens himself - otherwise known as The Rocket.

ROGER WHO?

OK, so you've probably never heard of him but Roger Clemen is actually one of the biggest stars in professional Baseball. He's three-time CY young award winner and generally a top boyo. Nicknamed The Rocket, he can chuck a ball down the plate faster than anyone and not break a single thing.



THANKS...
...to Shekhana Consoles (081 340 8565) for the Review cartridge.



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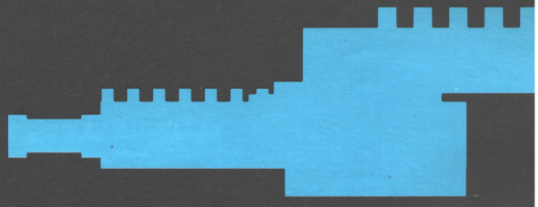

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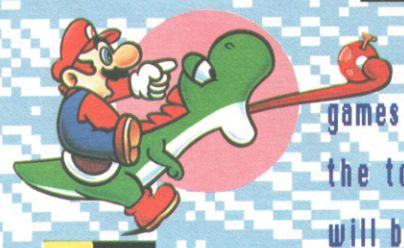

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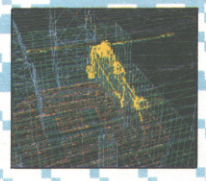

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ARCADE ACTION!

The world is getting to be a real violent place these days. Just when we thought we'd seen it all, along come these eight geezers from around the globe and kick the crepe out of each other. Why are they doing this? Just because it'll be fun to see who's the hardest, so that everyone knows to avoid him even though they'll all be dead.What do we do about it? Nowt we just sit and watch 'cos it'll be a good laugh, I mean eight of the toughest guys around beating the crap out of each other. Sounds familiar? It is!

BEEN THERE....

As you may have already noticed, Mortal Kombat was designed to be the strongest challenger to Capcom's runaway success, Streetfighter 2. Both have eight fighters all with their own characteristics and special moves. There are also plenty of backdrops and some smart digitised graphical effects.

DONE THAT...

Considering that Mortal Kombat is supposed to be the challenger for Streetfighter 2's crown, it's quite surprising how much it resembles Atari's recent beat 'em up, Pitfighter. The main reason behind this is the fact the the graphics have been digitised. The animation is very similar, but a little smoother. The backdrops though are not at all digitised. In fact they're boring and rather crap.

SEEN THE FILM...

Ooh cor blimey guvnor, another Streetfighter II resemblance. Yep both games feature eight different combatants (okay, so do a lot of games but I just thought I'd mention it) all with their own strengths and weaknesses. The fighters range from Cage, a guy who looks suspiciously like martial arts star Jean Claude

Van Damme wearing glasses, to Kanou - a baldy slap head with an eye just like Arnie's in Terminator!

READ THE BOOK...

As we all know the main success of Streetfighter 2 was the sheer depth of gameplay. The amount of different moves and combinations to discover was massive, so it's fair to assume that this would have to be a big part of Mortal Kombat. There are some pretty good (not to mention violent) moves in there. One which immediately springs to mind, is Sub Zero's harpoon manoeuvre of fantasy and destruction. The only real prob with them is that they're a bit difficult to pull off, and there's no instructions on how to do them. Bummer!

GOT THE T-SHIRT!

As non important as they may sometimes seem, backdrops can play a hell of an important role in a game's success, as demonstrated by Streetfighter 2. The backdrops in Mortal Kombat, as nice as some of them are, just don't have anything like the movement and interest we've come to expect. On one stage there's just a blank backdrop with a few clouds and the moon. Boo!

CVG

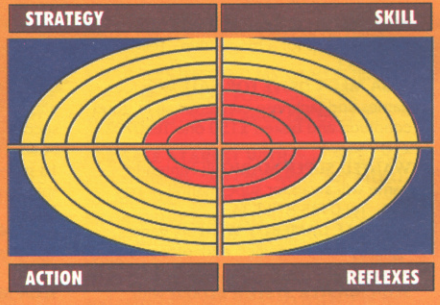
Flipping 'eck, the amount of Streetfighter 2 challengers just doesn't let up! This one looked to be the most promising, and for one brief moment people thought it might even be better! Well, don't get too excited because Mortal Kombat is another that falls short of the mark. It was a nice idea to combine the brilliant graphics of Pitfighter with the superb gameplay of Streetfighter 2, but unfortunately it just hasn't paid off. The digitised sprites just don't fit with the backdrops and look as though they've been just layed on top of them. If that's not enough, it gets worse when you come to the moves - they're the most important part of the game and they're all crap! Well okay, the uppercut is a bit of a laugh but that's about all. Mortal Kombat is a bold attempt to steal Streetfighter's crown, but better luck next time is probably the best way to sum it up.

PAUL ANGLIN

MORTAL KOMBAT

ARCADE by MIDWAY

50P PER PLAY



GRAPHICS	%	93
SOUND	%	91
GAMEPLAY	%	74
VALUE	%	75

OVERALL **72**

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WANTED SUPER NES (NOT JAP) with or without convertor. £120-£150 paid must be in good condition. Tel:0344 776 287.

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FOR SALE AMIGA 500, MANY games and accessories £250 ono. Tel:081 551 8589.

SEGA MEGADRIVE FOR SALE . boxed, in

excellent condition, 8 mths old with japanese convertor with games only £115. Tel:071 790 4086. Ask for AJ

SUPER NINTENDO WITH 11 GAMES swap for NeoGeo, two games, two joysticks and a memory card. Tel:0602 755 368.

BRITISH MEGADRIVE FOR SALE, five games, two control pads and leads £250 will split games. tel:0382 737 967. Andrew.

NINTENDO FOR SALE, THIRTEEN games, two joypads, advantage joystick, and lasor gun £300 ono. Tel:0442 634 82.

AMSTRAD CPC464 WITH MONITOR and 100 games and joy stick for £215 ono. Tel:0224 741 048.

ATARI ST WITH JOYSTICK, MOUSE and other accessories, bargain at £300. Tel:0634 364 303.

UK MEGA DRIVE BOXED, MINT condition with japanese convertor, two controllers and 11 games £215. Tel:0245 381 308.

SPECTRUM 48K + COMPLETE WITH all leads etc. Two joysticks with interface a manual guide and 150 games all in perfect condition, worth £450 sell for £120. Tel:267 345.Eastly.

NINTENDO NES , SIX GAMES £175 or swap for Amiga 500 Tel:0865 771 354

SWAP BRAND NEW SUPER Nintendo for American one. Tel:081 459 6209.

SWAP NINTENDO ENTS SYSTEM with three games for Atari Lynx or game gear or sell for £100. Tel:0845 578 107.

SUPER NES FOR SALE £130, unwanted gift. Tel:0702 557 706.

LYNX II BOXED AS NEW with power supply and stun runner £75. Tel:081 892 1909. Matthew.

NINTENDO ENTS SYSTEM, two controllers, five games, boxed, excellent condition, still under guarantee £150. Tel:0245 258 058. Steve.

FOR SALE NEO GEO start pal version with Nam 75 and fatal fury £350 or swap for personal computer IBM cloned. Tel:021 327 0793. Terry.

FOR SALE AKAI 22" colour monitor not a TV, high resolution screen, takes all standards, colour systems, screen speeds and stereo sound £350 or swap. Tel:021 327 0793.

MEGADRIVE FOR SALE in good condition with six games incl. Tasmania and Euro cup soccer swap for Amiga 500. Tel:0734 669 213.

AMIGA CONTACTS WANTED I have over 250 games. Contact James on 0673 860 752.

BARGAIN MEGADRIVE FOR SALE with four top games for £150, no offers, Phone Chris on 051 348 0170 (after 6pm).

SWAP MY SUPER NES plus one game, new with all cables for UK Megadrive with three or more games. Will sell super NES for £135. Tel:0727 575 58.

AMSTRAD CPC 6128 FOR SALE, with games, and dust cover vgc, all for £100, call on 081 442 4188.

COMMODORE 64 FOR SALE, with Turbo 2 joystick, and 121 games plus 2 CN recorders, all for £440 o.n.o, call Mark on 0384 221 349.

MEGA DRIVE FOR SALE, plays japenese and american games, with 4 games, inc Sonic and Wrestle Wars, boxed vgc, £140, call on 0384 221 349.

NINTENDO NES FOR SALE, with 8 games, titles include Mario 1,2,3, plus batman, zapper gun included £150 only, call on 0474 567 261.

WANTED GAME GEAR GAMES, will pay £11-15 depending on game, all games considered, call now ask for Paz on 0543 256 066.

GAME GEAR FOR SALE, with mains adaptor, includes Sonic, for £100 or swap for Streetfighter II and any other good Super Nintendo games, call Keith on 0495 270 697.

SEGA MASTER SYSTEM FOR SALE, with 6 games, all for £80, call Ryan on 0460 53268.

NINTENDO ENT SYSTEM FOR SALE, with 2 games including Mario 3, boxed with 2 controllers, worth £174 sell for £70, call on 071 585 1945.

PC ENGINE FOR SALE, with 3 games, perfect working order, £100 o.n.o, call on 0602 870 163.

NINTENDO NES FOR SALE, with 2 joypads, lightgun plus 7 games, all for £110, call Dev on 0923 778919.

WANTED MEGA DRIVE GAMES, Pitfighter, PGA Golf, Lemmings, any good games considered, also wanted Sega Mega drive, must be working and boxed, call on 0392 52193.

AMIGA 500 FOR SALE, with external drive, memory expansion, mouse, and loads of games, £200 no offers, call John on 021 748 7454.

SWAP NEO GEO, with 2 games, swap for Super Nes Pal, with 5 games, o.n.o games, call on 0354 741002. (between 6-7pm only)

FOR SALE COMMODORE 64, with 3 joysticks, tape deck, and 40 games all for £120, call dev on 0923 778919.

SEGA MASTER SYSTEM II FOR SALE, with 2 games, Strider and Heavy Weight Champ, 2 joypads, and rapid fire unit, cost £130 will sell for £90, call Adeola on 081 470 4836.

SEGA MEGA DRIVE FOR SALE, with 15 games, includes Road Rash, Streets Of Rage, with master system convertor, 2 joypads, all for £350 o.n.o or swap for Super Nintendo with 8 games, call on 0792 775671.

SWAP SUPER NINTENDO GAME, game Super Rtype for any Super Soccer games, call on 061 682 6178.

FOR SALE SEGA MEGA DRIVE, with 3 games, 2 joypads, vgc, bargain at £150 o.n.o, call on 0273 620 280.

MEGA DRIVE FOR SALE, with 6 games, with 2 joypads, vgc, only £150, call Mark on 0266 891601.

MEGA DRIVE FOR SALE, runs all cartridges, vgc, only 1yr old, with 3 games and 2 joypads, worth £220 sell for £150 o.n.o, call 0425 279940.

SWAP SCART NEO GEO, plus 3 games vgc, for an Amiga with Software, or sell for £300 o.n.o, call Ian on 0767 312 070.

MASTER SYSTEM FOR SALE, with 1 game Phyco Fox, sell for £60, call Chris on 081 864 5191.

AMSTRAD CPC 464 FOR SALE, with monitor and joystick, with 80 games, worth £400 sell for £200, call 0928 565 250.

NINTENDO GAMES FOR SALE, with WWF challenge, Bart Vs Space Mutants, Adventure of Linc, £20 each o.n.o, call on 0749 678743.

FOR SALE MEGA DRIVE, WITH 7 games, including Sonic EA Hockey, Streets Of Rage, run jap and US games, with dust cover, worth over £400 sell for £200, call Ben on 081 575 5732.

WANTED GAMEBOY GAMES, willing to pay up to £18, call on 0746 35266.

WANTED UK SUPER NINTENDO, with at least 5 games plus 1 pad, must be scart, or swap for UK Mega drive with 2 pads and 10 games, call Andy on 0794 513172.

SEGA MASTER SYSTEM FOR SALE, with 2 pads, lightphaser, vgc, sell for £120, call on 0602 399 527. ask for Richard.

SUPER NES GAMES FOR SALE, titles include F zero, Super Tennis, Super Soccer, and Super R Type, £25-30 each, call kevin on 0872 552650.

SEGA MASTER SYSTEM FOR SALE, with 2 control pads, with lightphaser, and 4 games, all for £120 o.n.o, call on 0786 87313.

SWAP SUPER NES, with Mario, brand new, for Amiga 500 with 1 meg upgrade, call Tom on 0484 543 797.

SEGA MEGA DRIVE GAMES FOR SALE, 8 british games, £15-25 each, 5 american games £15-30 each, 7 Japenese games, £15-25, call Neil on 051 426 0138.

SWAP SUPER NINTENDO, with Streetfighter II, for Neo Geo, if interested call Gareth on 0222 758 082.

MEGA DRIVE GAMES FOR SALE, titles include Rolling Thunder 2 (pal version) Desert Strike, Wonder Boy, £25 each, call Min on 0223 329 621.

ATARI 520 STFM FOR SALE, with 2 joysticks, and mouse and over £1000 worth of games, vgc, call Scot on 0738 33949.

FOR SALE SPECTRUM PLUS 3,with joysticks, tape recorder, all leads, still boxed, plus with 120 games, all for £85 o.n.o, call on 091 377 3420.

GAME GEAR FOR SALE, with 4 games, Shinobi, with Mains adaptor, first £150 buyer gets a sonic game cartridge FREE, call Jamie on 0202 889 717.

FOR SALE PAL MEGA DRIVE, 3 months old, with Sonic, will swap for Super Nes with Mario, or sell for £190, call Mike on 0827 261 557.

SEGA MASTER SYSTEM FOR SALE, with 2 control pads, all leads, games include G Loc, Choplifter, £150 o.n.o, call David on 081 959 0094.

GAMES FOR SALE, Final Fight for Amiga £15, Ninja Gaden for Game Gear £15, call Dave on 081 959 0094.

MEGA DRIVE FOR SALE, with 26 games, £700 o.n.o, call Andrew on 0495 220441. AMIGA GAMES FOR SALE, titles inc, Hard Drivin 2, Simpsons, £20 each, call on 0729 830 232.

SEGA MEGA DRIVE FOR SALE, with 2 Crude Dudes, worth £200 sell for £100, call John on 0476 860 007.

AMIGA 500 WITH 1 MEG FOR SALE, with joysticks and cables, still boxed call Tim on 0684 81361.

C64 FOR SALE, with 2 joysticks, and lightgun, £80 or swap Mega Drive, call Paul on 071 515 8116.

FOR SALE SPECTRUM GAMES, over 260 titles, all for £150, or swap for Super Nes with Mario World, call on 0742 746 775.

SWAP SEGA MEGA DRIVE, with 4 games, for Super Nes, with 2 games, call Chris on 051 348 0170.

FOR SALE NINTENDO NES, with 2 controllers, all wires, and 4 games, sell for £170, call on 081 550 6219.

SWAP NINTENDO AND 14 games for Neogeo with fatal fury, KOTM. Tel:081 200 0353 (after 5pm).

SEGA MASTER SYSTEM, two control pads, PSU, all leads, 10 games. Tel:081 959 0094.

FINAL FIGHT FOR AMIGA £15, california games for Lynx £20, Ninga games for gamegear £15. Tel:081 959 0094.

MEGADRIVE TWO JOYPADS 26 games all 85%+ £700ono, master system and games for quick sale. Tel:0495 220 441.

FAMICOM FOR SALE with games and two controllers, good condition £100. Tel:061 653 1926 (Sundays after 4pm). Lee.

THREE AMIGA GAMES FOR SALE turtles, harddriving II and Simsons £20 each or £50 the lot. Tel:0729 830 232. william.

SEGA MEGADRIVE WITH two Crude Dudes, onslaught and Sonic £100 or swap for super Nintendo. Tel:0476 860 007.

AMIGA 500 WITH ONE megs for sale with selection of sortware, joystick, mouse and system disc v,g.c. Tel:068 481 361.

SEGA MASTER SYSTEM with eight games, two controll pads, excellent condition. Tel:068 481 361.

WANTED MOST GAMES for gameboy £5, gamegear and Lynx £8, megadrive £13 and Famicom £20. Tel:0923 822 898.

COMMODORE 64 PLUS 40 games, two joysticks, one lightgun £80 or swap for Sega megadrive or NES. Tel:071 515 8116.

FOR SALE SEGA GAMES FOR master system, Super Kick Off £10, Alex Kidd £6, Call on 0455 840 392.

SWAP NINTENDO SYSTEM with 3 games, sell for £150, or will swap for Game Gear with 2 games, call on 0845 578 107

SPECTRUM 128K FOR SALE with 2 joysticks, and loads of games, will sell for £85 call on 0845 578 107

FOR SALE NEO GEO WITH Ninja Commando, 2 joysticks, £350 o.n.o, call Gary on 081 292 5324.

SWAP NINTENDO ENT SYS with 3 games, Super Mario 3, all boxed, swap for Game Gear with 2 games, or sell for £100 call on 0845 578 107.

AMIGA GAMES FOR SALE titles include Jame Pond, Lotus Turbo challenge, sell for £25 call Anthony on 081 948 2595.

SWAP ATARI ST 500 WITH mouse, mat, for Scart Famicom plus games call on 0706 218854

FOR SALE MEGA DRIVE WITH 5 games, and Joypads, worth over £370 sell for £260 all boxed, call Greg 0458 832 975.

AMIGA 500 FOR SALE WITH 2 joysticks, mouse, and 25 games, offers on 0371 810 025.

SWAP PAL MEGA DRIVE WITH 4 games and 2 control pads, for Super NES with 1 game, call on 0633 880 783.

FOR SALE SEGA MEGA DRIVE with 3 games, 1 joypad, the lot £100, Drive has 10 games, call on 0732 840 682.

FOR SALE SUPER NES WITH Street Fighter 2 , will sell for £200 or swap for Amiga, call on 0703 551 480.

FOR SALE NINTENDO NES with Super Mario 1, 2 controllers, £80 call on 0494 528 592.

SWAP MASTER SYSTEMS GAMES, titles like Super Kick Off, Power Strike, for Wonder boy, Spell Caster, call 0902 711 802.

FOR SALE ATARI ST WITH over 50 games, inc Lemmings, Sim City, worth ovr £1000 sell for £400 call on 0925 754248.

MEGA DRIVE FOR SALE with 4 games, inc Sonic, James Pond 2, call on 071 224 9684.

FOR SALE GAME GEAR WITH 5 games, and carry case, sell for £150 o.n.o, call on 0204 389 794.

NINTENDO FOR SALE WITH 7 games, joystick, and carry case, or swap for Mega Drive with 4 games, offers on 0634 844 964.

NEO GEO FOR SALE WITH 2 joysticks, Memory card, £350 call Jason on 0223 881 006.

GAME GEAR FOR SALE including Sonic, with convertor, vgc, sell for £150 call Warren on 0483 767 583.

AMIGA GAMES WANTED FOR swapping, call John on 0922 35503.

ATARI ST FOR SALE WITH joystick, mouse, over 60 boxed games, sell for

£200 o.n.o call john 0922 35503.
FOR SALE NEO GEO WITH 2 joysticks, 3 games, memory card, £450, call Ross on 0272 679 505.
FOR SALE GAME GEAR WITH Sonic, W.C.L, Chase HQ, and adaptor, all boxed, sell for £110 call on 081 949 4087.
SWAP GAME GEAR WITH Wonder Boy, Super Monaco, Shinobi, Sonic, all boxed vgc, swap for Mega Drive with games, call Alan on 081 958 6026.
FOR SALE ATARI LYNX 2 with 4 games, Slime World, Gauntlet 3, plus Lynx pouch, all boxed, £130 call Kevin on 0202 525 366.
SWAP GAMEBOY FOR NES system, with 2 games, offers on 0865 53403.
FOR SALE MASTER SYSTEM with 8 games, titles inc, Battle Outrun, Rambo 3, worth £240 sell for £120, call on 081 395 6554.
FOR SALE COMMODORE 64 with over £500 worth of games, joystick, all for £200, call on 0325 461 544.
FOR SALE UK MEGA DRIVE boxed as new, games inc, E A hockey, Sonic, Altered Beast, all for £150, call on 0444 247 074.
FOR SALE JAP MEGA DRIVE with 2 joypads, 12 top games, will swap for Amiga or sell for £250, call Robert on 081 550 9000.
FOR SALE SUPER NES GAMES titles inc, F Zero, £20 call on 0707 322 170.
SUPER MAGICOM FOR SALE including 30 games for Super magicom USA, British or Japanese £230 complete with high density drive. Tel:0634 670 589. John.
NINTENDO ENT SYSTEM FOR sale, eight games including Mario III and gremlins II £195. Tel:0326 290 003. Chris.
AMIGA 500 FOR SALE with software, All for only £350. Tel:0438 354 107.
JAPANESE MEGA DRIVE WITH 7 games and two joypads for sale £180. Tel: 081 767 1454.
WANTED SEGA MEGADRIVE and Super Nintendo games plus consols. Good prices paid. Tel 0484 426 157.
SALE SEGA MASTER system II including 1 joypad and Sonic, Kungfu kid and others. Will accept £100. Tel:0438 722 188 ask for Gavin.
NES WITH SOME TOP GAMES, one year old, boxed, v.g.c with advantage joystick. Buy and get commputing footie mags free £120 or swap for super Nintendo with or without games. Tel:0964 543 021. John.
ATARI SPE WITH MANY games, mouse and joystick. Sell for £250 ono or swap for Amiga 500 or super nintendo with games. Tel:051 356 1296. Ian.
UK MEGA DRIVE FOR SALE includes two joypads, japanese addaptor, eight games incl. sonic, spiderman, hockey. Worth £500 sell for £300 ono. Tel:0777 701 191.
FOR SALE MASTER SYSTEM including 2 control pads, light phaser, 12 games all for £95, call Chris on 0761 414 789.
FOR SALE ATARI STE with 35 games, including Kick Off 2, sell for £200, call Michael on 0484 685192.
AMIGA 500 FOR SALE with 1 meg upgrade, mouse, plus 15 games, 2 joysticks, sell for £230 call Neil on 0230 648991.
NINTENDO GAMES FOR SALE SALE, over 30 titles, inc Street Fighter II, call Steven 081 657 3716.
FOR SALE MEGA DRIVE boxed as new, only 6 months old, inc Sonic, all for £150, call Matt on 0934 832983.
FOR SALE FAMICOM for £100, call on 0371 872718.
FOR SALE AMIGA 500 with 40 games, vgc, £300,call Gordon on 0789 773 190.
NINTENDO FOR SALE with Zapper, and 7 games, titles include Mario, Rat Racer, worth over £500 sell for £220, call on 0264 332333.
FOR SALE JAP MEGA DRIVE with 2 controllers, 2 games, £120 o.n.o, call Mrs Nicolls on 061 799 3759. FOR SALE MASTER SYSTEM with 11 games, inc Sonic, R type, £179 o.n.o call Luke on 0452 308 677.
FOR SALE JAP MEGA DRIVE with 10 games, titles are Sonic, Mickey Mouse, sell for £220 call 0923 6767 069.
NEO GEO GAMES FOR SWAP, wanted Fatal Fury, call Mike on 0604 763 161.
SWAP GAMEBOY WITH 5 GAMES, inc Mega Man, Bart Simpson, for a Super Nintendo, call Philip on 071 701 7277.
FAMICOM GAMES WANTED anything considered, boughy, sold or exchanged, call on 0423 526749.
PC ENGINE GT FOR SALE, 2 good games, boxed with instruction, £160 call Simon on 0689 847 732.
FOR SALE SEGA MEGA DRIVE, with 5 games, 2 joypads, all for £185, call David on 0584 873751.
FOR SALE GAME GEAR, with Sonic, Master Gear convertor, £150, call on 0628 70906.
FOR SALE ATARI 520, with 2 year gurantee, joystick and mouse, over £1000 worth of games, all for £375, call on 0865 712 038.
FOR SALE MEGA DRIVE, with 2 joypads, Sonic, Robocod, all boxed, for £210 call on 0934 838 898.
FOR SALE MASTER SYSTEM II, with 10 games, inc Operation Wolf, lightgun and control pad for £150, call 081 851 3481.
FOR SALE AMIGA GAMES, titles inc, Rainbow Island, Chase HQ 2, £30 the lot or £5 each, call on 0795 426 696.
MEGA DRIVE GAMES FOR SALE, from £15-20, call Adrian on 071 639 0351.
SWAP MEGA DRIVE, with 1 game and 1 control pad, vgc, for Super Nes, call on 0977 672725.
FOR SALE MEGA DRIVE, with Streets of Rage, Strider, £140 call on 081 451 1340.
FOR SALE NINTENDO ENT SYSTEM, with 7 games, inc Mario 1,2,3, worth over £250 sell for £150, call on 081 764 2191.
SWAP MEGA DRIVE, with 9 games, for Amiga 500 with joystick and games, call Chris on 0226 722 721.
FOR SALE SEGA MASTER SYSTEM, with 6 games, all boxed vgc, will sell for £60 call Daniel on 0865 890 174.
FOR SALE JAP MEGA DRIVE, with 2 joypads, 14 games inc Streets of Rage, will sell for £294 o.n.o call 0282 612 793.
FOR SALE MEGA DRIVE GAMES, titles inc, Wonder Boy, Robocod, £25 each, call on 0442 69378.
FOR SALE NINTENDO NES, with Super Mario, all for #40 call on 081 349 1175.
FOR SALE SUPER FAMICOM GAMES, lots of titles, call on 081 571 5809.
FOR SALE SUPER FAMICOM SCART, with 3 games, sell for £100, call Ricky on 0656 663259.
FOR SALE SEGA MASTER SYSTEM, with 6 games, control pads, all for £100 call Steven on 0634 722 898.
NINTENDO FOR SALE, with 6 games, or swap for a Gameboy with 6 games, call on 0272 628 550.
FOR SALE GAMEBOY, with 5 games, all boxed, vgc, £90, call on 071 740 7966.
FOR SALE AMIGA 500, with 25 games, mouse and joystick, sell for £220 call Roland on 0579 21395.
FOR SLAE MEGA DRIVE, with 5 games, 2 joypads, all for £180 call on 021 382 6922.
FOR SALE SUPER FAMICOM PAL, hardly used, boxed with 1 game, sell for £200 call Lee on 081 577 5901.
WANTED GAMEBOY, with 6 games, willing to pay up £100, or swap for NES advantage, zappper, 5 games, call Tim on 0268 755 734.
FOR SALE MEGA DRIVE, with 8 games for £240, call 0274 545436.
FOR SALE MEGA DRIVE, with 2 games inc Sonic, £130 call Robert on 0482 845 869.
FOR SALE NINTENDO GAMES, titles inc Shadow Warriors, £55 the lot, call Henry on 0935 872 534.
FOR SALE AMSTRAD CPC 128, with colour monitor, plus 90 games, £180 o.n.o, call on 0344 24489.
FOR SALE SUPER FAMICOM, with Street Fighter II, sell for £140, plus adaptor, call James on 0633 49367.
SWAP MEGA DRIVE WITH 9 GAMES, for Amiga 500 with 10 games, call on 0272 241 944.
FOR SALE PC ENGINE, with 3 games, £130 o.n.o, call Kevin on 0922 55745.
FOR SALE MASTER SYSTEM, with 8 games, vgc, sell for £170, call on 0952 883811.
FOR SALE ATARI LYNX, with 2 games, Rampage, 4 months old, sell for £95 call on 081 500 7591.
FOR SALE SUPER FAMICOM, with Street Fighter 2, brand new, £230 o.n.o, call on 0639 637 321.
FOR SALE ATARI ST, vgv, joystick and mouse, over £1000 worth games, all for £399 the lot, call Adam on 0865 712 038.
NINTENDO NES FOR SALE, with 3 games, 2 joypads and all leads vgc, £70, call Ben on 071 254 2323.
FOR SALE MEGADRIVE, with 4 games, titles inc, Road Rash, call John on 0772 316 077.
SWAP GAMEBOY WITH,2 games, for a Megadrive or Superness, with games, call on 0296 714 100.
FOR SALE GAMEGEAR, with Sonic, Wonder boy, all boxed and vgc, £160 o.n.o, call on 0292 443555.
FOR SALE AMIGA 500, with 1 meg, 2 joysticks and mouse, over 50 games and cover disk, £350, call on 0895 630 760.
SEGA MAGAZINES FOR SALE, including Sega Force 1-6, Sega Pro 1-9, Sega Power, Mean Machines, offer on 0344 779522, ask for Ian.
FOR SALE NES, with 4 games, inc Turtle, Mario, £80, call on 0296 658 464.
SWAP NICO RADIO CONTROLLED CAR, with adaptor, for Gameboy with games, call on 0634 408 633.
FOR SALE AMSTRAD CPC 464, with over 40 games, £200 call on 061 445 6769.
FOR SALE AMIGA 500, with 15 games, or swap for Sega Megadrive, call Gary on 0322 463 545.
SWAP SPECTRUM FOR NES, with 5 games, and joystick, call on 081 856 0942.
AMIGA GAMES FOR SALE, titles inc Sensible Soccer, Robocop 3, all boxed, £3-10 each, call on 0924 257 174, ask for Robin.
FOR SALE NES SYSTEM, including 2 games, plus 1 extra game and joystick, worth £150 sell for £80, call on 081 656 6332.
MEGA DRIVE FOR SALE, with 4 games, £250, still boxed vgc, call on 0734 343 895.
UK MEGA DRIVE FOR SALE, with 5 games, turbo joypad, offers on 081 452 1779.
AMSTRAD CPC 464 WITH printer, colour monitor, disc drive, games, software, mouse and joystick all for £85 call 0487 740 456.
FOR SALE PCNGN NINE GAMES, two joypads, one with joystick connector will swap for megadrive plus games ask for Dave on 0908 671 154.
SEGA MEGADRIVE GAMES FOR sale, UK and USA games three for £65 or £25 each incl. California games, Madens 92 and many others phone neil on 051 426 0138.
ATARI STE GAMES AND DEMOS games £5 about 18 games, demos £3 each, 13 demo disc. Tel:071 263 5238.
FOR SALE AMIGA 500 PLUS 1MB upgrade plus 1084s monitor and second disc drive over £100 worth of games, excellent conditon £380 call 0372 275 971.
MARIO IV HAVE YOU GOT A super scope package sell for £30 or swap for any super NES game phone James on 0376 514 469.
SUPER NINTENDO OR FAMICOM wanted with four games will swap for Amiga with one Megabite, demos, games, 200 blank discs, ext drive, 2 joysticks, 2 mice plus extras phone 061 798 5065.
WANTED AMSTRAD PCW GAMES anything will do will pay upto £15 call 0509 880 278 ask for Loui.
AMIGA 500 FOR SALE WITH ONE meg, loads of software, joystick, mouse, manuals etc. all for £350 phone Paul on 0272 652 759.
FOR SALE LYNX WITH SEVEN games, kit case, sun visor, addaptor. Tel:0222 810 724 ask for stewart.
COMMODORE 64 NEW VERSION £150 ono with new joystick, 58 games and magazines call James after 6pm on 0834 812 145.
BOXED MEGADRIVE IN MINT 6 mths old, four games incl. Maddens 92 and road rush, one control pad and one joystick £130 ono phone Rich on 0422 843 982.
GAMEBOY FOR SALE PLUS NINE games and magnifier boxed £180 ono phone 0217 063 719
CHEAP MEGADRIVE FOR SALE with six games all boxed as new moonrocker and others all for £170. Phone Stewart on 0407 830 962.
SWAP GAMEGEAR WITH SEVEN games, AC addaptor, batt pack, disccase for super Nintendo with streetfighter II and two joypads. Tel:081 889 6450 ask for Colin.
FOR SALE GAMEGEAR WITH FOUR games incl. Sonic, Mickey, Donald, Wonderboy, mains addaptor £160 or swap for Nintendo with 9-12 games. Tel:0622 673 914.
FOR SALE NINTENDO AND zapper and two control pads plus games sell for £45 also techno wresling and Jack Niclaus golf £15 each or £40 for all ring 0244 550 003.
COMMODORE 64 FOR SALE AND an Amstrad GX4000 with over 30 games worth £100 plus Tv monitor and disc drive. Tel:081 361 8426.
AMSTRAD CPC FOR SALE WITH over 100 games, monitor plus Nintendo with two games two joypads and a joystick sell for £200. Tel:0734 757 338.
FOR SALE SEGA MEGA DRIVE plus eight games incl. Tasmania and Euro cup soccer with 10 mths guarantee £210 ono. Tel:091 377 3420.
NEOGEO GAMES WANTED SEND Name and address with game and price details to Mick on 0782 265 582.
AMIGA 500 FOR SALE INCLUDES half a meg upgrade, ext. drive, sound sampler, two joysticks and over 100 games sell for £400. Tel:0245 490 357.
GAMEBOY WITH NINE GAMES incl.popeye II, tiny tunes £85 or exchange for megadrive with at least 3 games phone Stewart on 0761 437 384.

MEGADRIVE AND SUPER Nintendo games sell/ swap phone Brian on 0463 221 173 (after 7pm).
SEGA MEGADRIVE WITH TWO controllers and games worth £500 sell for £350. Tel:0527 618 03.
ATARI LYNX FOR SALE WITH four games plus power addaptor will sell for £150 ono call 0525 712 336 ask for Gareth.
GAMEBOY INCLUDING TETRUS boxed vgc £50. Tel:0933 665 635.
FOR SALE MEGADRIVE £29 PLUS three games Sonic and others. Tel:081 539 3325.
AMIGA GAMES FOR SALE INCL. Adams family, Epic, wwf and others , all originals , boxed £10 each phone Steve on 0618 656 498.
SEGA MEGADRIVE FOR SALE WITH ten games, one turbo joypad, one normal, joystick sell for #300 phone Rich on 081 398 7872 (after 5pm).
AMSTRAD CPC 464 FOR SALE with joystick £200 worth of games, colour monitor vgc £150 ono. Tel:0535 645 293.
FOR SALE GAMEBOY WITH EIGHT games and gamelight for £100 phone 0634 294 625. Daniel.
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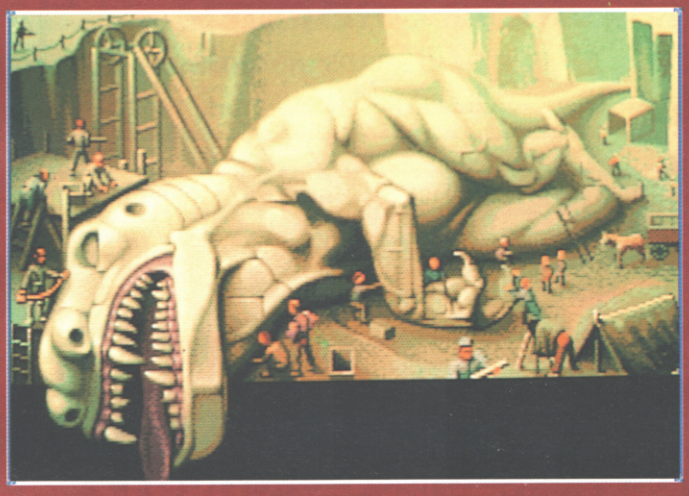

CHAOS ENGINE

● RENEGADE ● AMIGA/ST ●

In case you didn't know, Victorians were very uptight highbrow types who wore ill-fitting suits, ate coal and blocked up chimneys with small children. When they weren't teaching guttersnipes how to speak proper, the Vics found time to build a gigantic machine, a cross between one of the very first Samuel Babbage calculators, complete with spinning weights, cogs and pulleys and Battersea Power Station.

Although primitive, the machine became incredibly powerful and went crazy, turning ordinary humans and household pets into razor toothed, armour-plated killing machines. They may have been complete idiots for creating the thing in the first place, but the Victorians now need some help sorting it out in this epic blast 'em up.

Enter six hard nailed mercenaries for hire. The Thug, Preacher, Mercenary, Gentlemen, Navvy and Brigand. These ball breakers are armed to the teeth with over 25 weapons and a host of special destructive devices peculiar to their class. You can either play on your own taking two characters into you party or with a friend. The sprawling adventure covers four graphic worlds and 16 levels loaded with fiendish traps, puzzles and secret passages. Get you hands on sawn off shotguns, molotov cocktails and a huge amount of armament and buy, blag or blast your way through the hordes of 40 different monsters to do battle with the ultimate killing machine, the Chaos Engine!

The game is due out soon and from what we've seen it's looking well tasty, with well tuned gameplay to match the fab graphics. Exclusive CVG Review soon!

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ROAD RASH

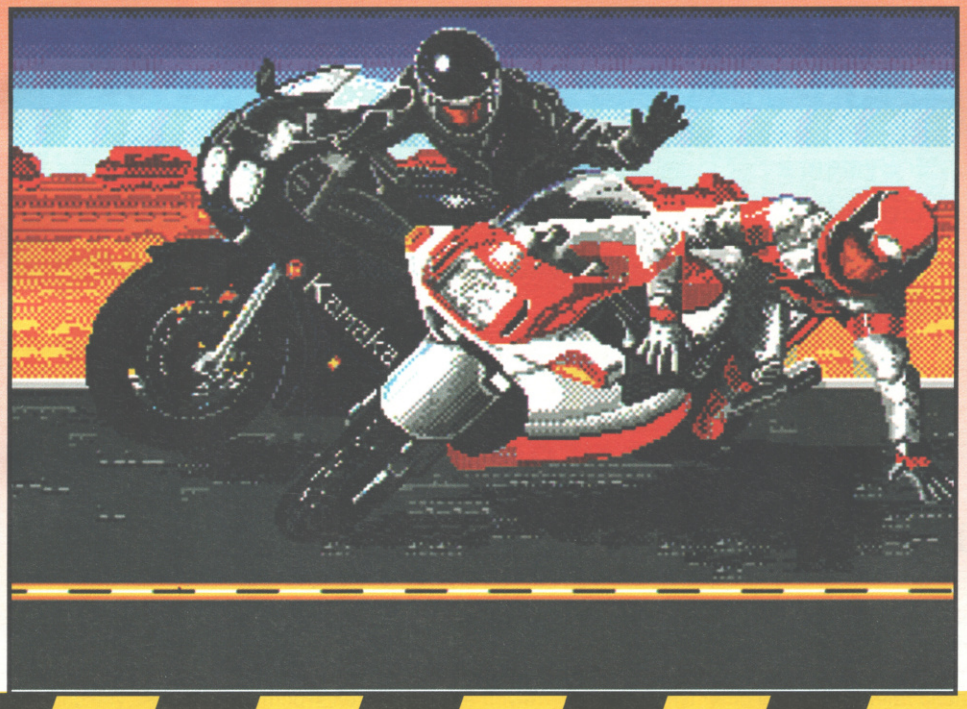
AMIGA

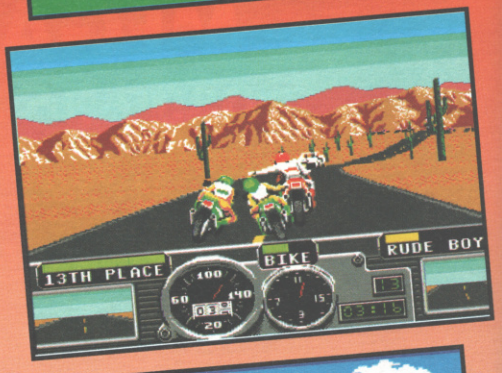
Amiga owners are in for some fast highway action with the imminent release of the smash hit Megadrive cart Road Rash. Road rash is almost the equivalent of nappy rash, but on a larger scale. To suffer from this ailment you have to be catapulted off a speeding motorbike and hurled, dragged or thrown down a rough, tarmac covered highway on your bum. And funnily enough that's exactly what happens quite a lot in this ace racer from Electronic Arts!

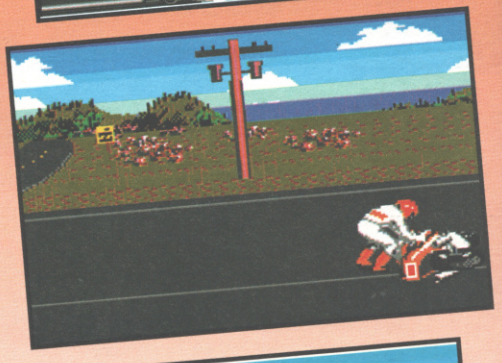
Road Rash is a completely barmy motorbike race across country in a desperate dash for pole position and the finishing line. In this race there are no rules and competitors will do anything to win, including bumping bikes off the road or even punching and kicking riders as they pass! While you're dodging mean machines and their passengers you'll also have to watch out for infuriated motorist, cross junctions, squashed hedgehogs, rocks, trees, barriers and all manner of obstacles including the odd stray cow!

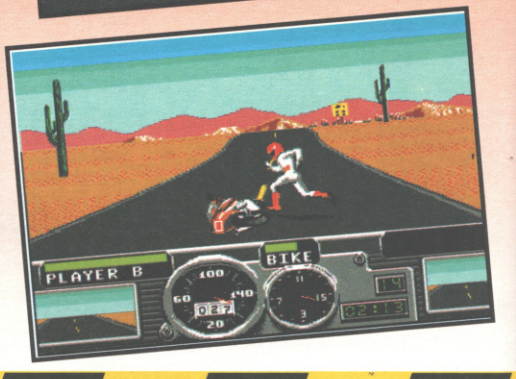
Some of the maniacs even carry weapons which you can grab when they're not looking and thump them back with. If you can't keep at least one hand on the handle bars you'll be hurled through the air and sent skidding forwards down the track, but you're bound to run back and pick up your bike for another go.

Spawny gets Tim and Randy have already played the game and they reckon it's even faster and smoother than the Megadrive version! Watch out for the full Review soon!









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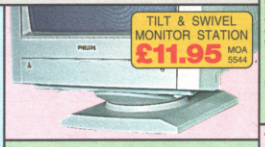

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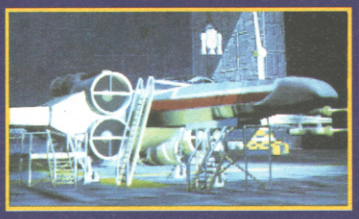
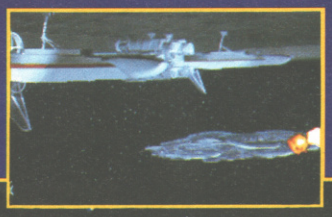
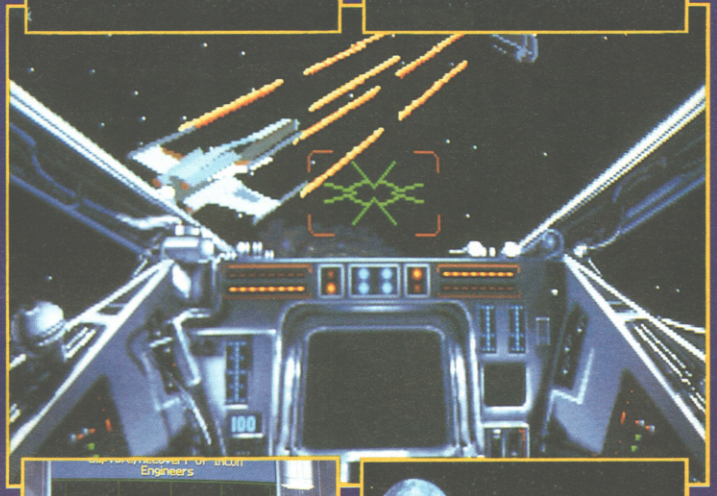
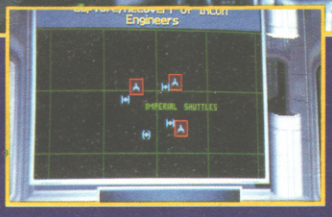








STAR WARS

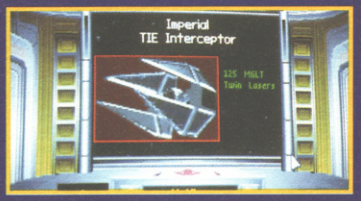
X-WING

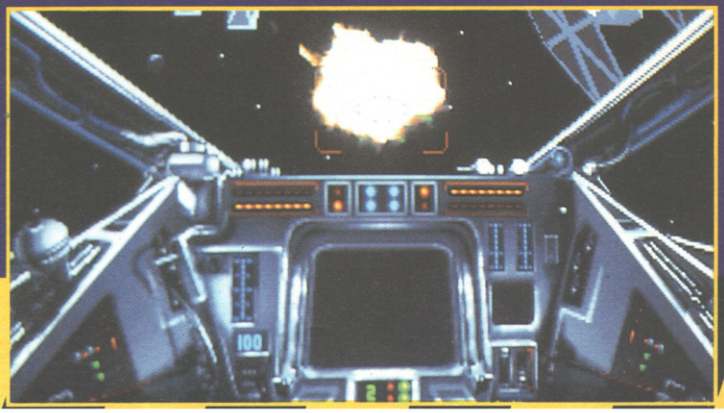
PC LUCASFILM

The world first got a taste of dogfighting against Darth Vader and the Empire in the ground-breaking Star Wars coin-op. Nothing has come close to recreating the exhilaration of that incredible arcade game - yet. Enter stage left, Lucasfilm, creators of the Star Wars trilogy of movies, not to mention a string of award-winning computer games including the two Indy adventures and, of course, the first two titles in the Star Wars series on NES. What have they got up their sleeves this time? Only a fully-fledged simulation of the Star Wars universe, in which you're given the opportunity to fly a variety of Rebel craft against the Empire! Amazing!

Called simply X-Wing, the game is being programmed by the creators of the excellent Secret Weapons Of The Luftwaffe flight sim, and they reckon that their new baby is going to make that title look like the original Flight Simulation on the Spectrum! Just a quick glance at the hot shots on this page will tell you that George and the boys mean business.

The team have found a revolutionary way of putting both polygons and bitmapped graphics on the screen at the same, making for a variety of quite jaw-dropping effects, most notably in the explosions department! You will play a Rebel rookie getting his first taste of galactic ass-kicking in X-Wings, A-Wings and Y-Wings, against all your favourite enemy vessels including TIE Fighters, Star Destroyers and even a humungous, polygon-based Death Star! This has to rank one of the most eagerly-awaited titles on any machine ever - so watch CVG for the full EXCLUSIVE REVIEW soon!





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Every Atari ST from Silica comes supplied with a free 72 page colour brochure with accommodation vouchers. These entitle 2 people to stay up to a total of 16 nights in any of 250 hotels with accommodation FREE. All you have to pay for are your meals (prices are listed in the brochure).

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ASTERIX	£24.99
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RICK DANGEROUS	£24.99
ROCK 'N' ROLL	£19.99
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TRIVIAL PURSUIT	£19.95

PRODUCTIVITY PACK:

1st WORD Word processing package from GST	£59.99
SPELL IT Spelling checker to complement 1st Word	£19.99
ST BASIC Basic programming language with tutorial	£24.99

TOTAL VALUE: £324.75

WORTH NEARLY £360!

NEW ATARI ST PRICES

PLUS! FREE GIFTS FROM SILICA!
SEE PANEL TO LEFT

NEW! REVISED PACK
520ST-E DISCOVERY XTRA

HARDWARE:

520ST-E COMPUTER 8MHz 16-Bit 68000 CPU, 512K RAM, Mouse, TV Modulator, Internal PSU, 1Mb Disk Drive	£249.99

SOFTWARE - ARCADE GAMES:

Final Flight - A superb street fighting game	£25.99
9 Lives - Cartoon quality platform romp	£24.99
Robot Monsters - Arcade Shoot 'em Up	£19.99
Sim City - Take control of your own city	£29.95

SOFTWARE - PRODUCTIVITY:

Neochrome - Art package	£29.99
1st Word - Word processor	£59.99
FirST BASIC - Programming language	£49.99
ST Tour - Tutorial Disk	FREE
ANI ST - Animation Package	£29.95
First Word - Word Processor	£59.99
ANI ST - Animation Package	£29.95

PLUS! FREE FROM SILICA:

Silica Productivity Pack	£104.97
TenStar Games Pack	£219.78
Total Value:	£935.52
Less Pack Saving:	£686.52
SILICA PRICE:	£249.00

£249
Inc VAT - Ref: STC 6252

ATARI TT

- 32MHz 32-Bit 68030 Processor
- 3½" 1.44Mb Double Sided Disk Drive
- 2/4/8Mb RAM Versions
- Stereo 8-Bit PCM Sound Output
- 4096 Colour Palette
- Built-in 68882 Maths Co-Processor
- Up to 1280 x 960 Resolution
- VME + SCSI Expansion Ports
- Expandable to 36Mb RAM
- Hard Drive Expansion Options
- *FREE* 16 Nights Holiday Accommodation

2Mb RAM	4Mb RAM	8Mb RAM
£999	£1299	£1599
STC 8925	STC 8939	STC 8977

MEGA ST

- 16MHz 16-Bit 68000 processor
- 3½" 1.44Mb Double Sided Disk Drive
- 2Mb RAM
- Hard Drive Options Available
- 4096 Colour Palette
- Stereo 8-Bit PCM Sound Output
- *FREE* Silica Productivity Pack
- *FREE* Tenstar Games Pack
- *FREE* 16 Nights Holiday Accommodation

SPECIAL PROMO PRICE!
2Mb MEGA ST-E (No hard drive)

RRP £703.83 — SILICA PRICE £449
Inc VAT - Ref: STC 8433

The new Atari Falcon 030 is here! It is a powerful, versatile, multipurpose home computer, offering unmatched performance for its price. Included in its advanced specification are multiple co-processors for sound and graphics, true colour displays from a pallet of over a quarter of a million colours and 16-bit stereo sound input for speech recognition and sound sampling. These all combine to provide a new computer capable of running unrivalled sound, graphics and multimedia applications. The Falcon is an ideal upgrade for Atari ST owners who are looking for a more powerful model, as it is compatible with the majority of ST application software.

1040ST-E MUSIC MASTER

The Music Master Pack features one of the most popular computers used by musicians combined with the renowned MIDI package PRO 24 III to provide a perfect environment for novice and professional alike. The acclaimed MIDI Recording and Editing System from Steinberg, PRO 24 III is used by many top musicians including Dire Straits and PWL. Using any MIDI keyboard, PRO 24 offers the ability to write and compose music to a very high standard. You can record up to 24 tracks simultaneously, and then apply real time editing to remove mistakes.

HARDWARE:

1040ST-E COMPUTER 8MHz 16-Bit 68000 CPU, 1Mb RAM, Mouse, TV Modulator, Internal PSU, 1Mb Disk Drive	£299.99

SOFTWARE:

PRO 24 III	£150.00

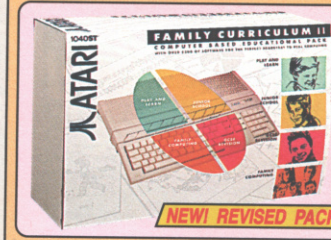
PLUS! FREE FROM SILICA:

Silica Productivity Pack	£104.97
TenStar Games Pack	£219.78
Total Value:	£774.74
Less Pack Saving:	£475.74
SILICA PRICE:	£299.00

PLUS! 16 NIGHTS HOLIDAY ACCOM.

NEW! LOW PRICE
£299
Inc VAT - Ref: STC 1261

NEW! 1040ST-E FAMILY CURRICULUM II



NEW! REVISED PACK

HARDWARE:

1040ST-E COMPUTER 8MHz 16-Bit 68000 CPU, 1Mb RAM, Mouse, TV Modulator, Internal PSU, 1Mb Disk Drive	£299.99

SOFTWARE MODULES:

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TenStar Games Pack	£219.78
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Less Pack Saving:	£796.26
SILICA PRICE:	£299.00

£299
Inc VAT - Ref: STC 1250

PLUS! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

The Falcon Has Landed!

- 16MHz 32-bit 68030 Processor
- 32MHz Motorola DSP and BLITTER co-processors
- DSP capabilities for voice recognition, speech synthesis and numerous audio special effects
- True colour display: 768 x 480
- 65,000+ colours on screen at once
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- SCSI II, DMA, MIDI IN & MIDI OUT, Stereo audio & microphone ports
- 1.44Mb Floppy Disk
- 1, 4 or 14Mb RAM
- Optional 65Mb Hard Disk
- Built-in ADC & DAC convertors

HARDWARE:
ATARI FALCON 030
16MHz 32-Bit 68030 CPU, 1Mb RAM, 3½", 1.44Mb FDD

SOFTWARE:
CALAPPT - Personal Information Manager - Enhanced version calendar allowing import/export & printing
PROCALC - Calculator
SYSTEM-AUDIO-MANAGER - An Auto Folder/ Desk Accessory combination that allows the user to record sounds from a microphone and assign various system functions
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AUDIO FUN MACHINE - A revolutionary audio program using DSP
LANDMINES & BREAKOUT - Two fully featured games

£499
2Mb RAM, 0Mb HD - Ref: STC 7000

4Mb RAM 65Mb Hard Disk **£899** Ref: STC 7046

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LONDON SHOP: Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Selfridges (1st Floor), Oxford Street, London, W1A 1AB Late Night: Thursday - 8pm	Tel: 071-629 1234 Extension: 3914
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Which computer(s), if any, do you own? 79D

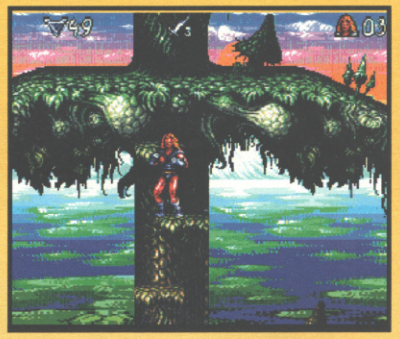
E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

LIONHEART

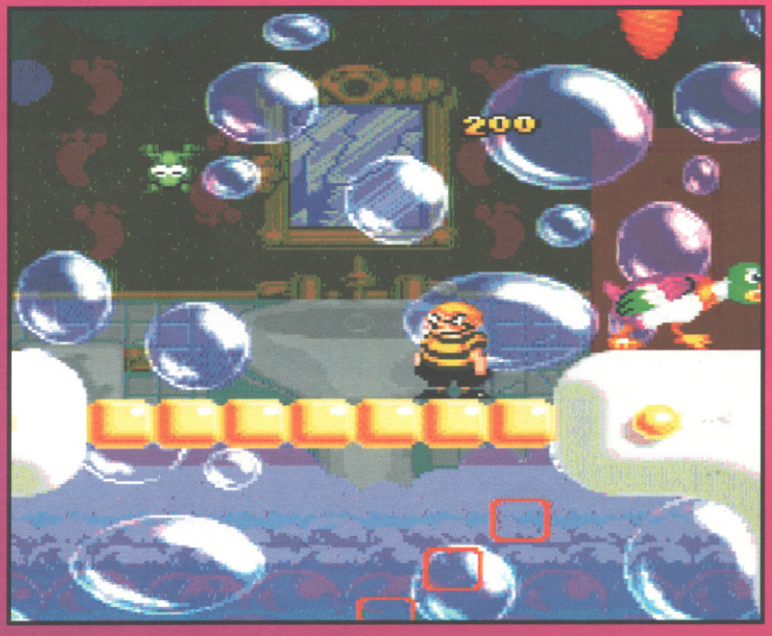
AMIGA

A few years ago Taito released a coin-op which took the slash 'em up world by storm. It was called Rastan Saga and featured a whopping great barbarian with an equally massive sword, which he used to hack monsters to shreds throughout his land. This latest forthcoming release from Thalion, Lionheart, pays homage to that excellent game. You control Lionheart, nasty-slayer to the stars, across eight huge levels of slicin', dicin' action. This lad Lionheart certainly knows his stuff when it comes to swordplay - he can swing it in a variety of different ways, depending on the whereabouts of the enemy. He's something of an acrobat too, being able to balance on vines, swing through the trees and generally run and jump with style!

We've seen an early version of the game and were dead impressed. Graphically, Lionheart is one of the best examples of the genre with extremely detailed sprites and backdrops and some superb animation of both the main character and the baddies. Thalion are predicting big things for this one - and, if the finished product is as good as the pre-production version we got our hands on, we'll not be arguing with them. Watch this space for further info!



ADDAMS FAMILY 2



SUPER NINTENDO

Here's a brand new version of everyone's favourite ooky and spooky saga, once again courtesy of Ocean! The player controls Pugsley around the Addams Family mansion, collecting cash and avoiding some of the craziest critters ever to grace a Super Nintendo screen! Each of the six huge levels is set in a different room in the mansion - from the kitchen to the cellar to the toilet - and it'll be a real battle to complete each stage!

After playing an almost completed version of the game, we were in no doubt that this is even better than the original! Brilliant graphics and lots of humour - leave Pugsley standing idle, for instance, and he'll whip out a sarnie and chomp away until you hit the joypad - are the names of this game, and we can't wait to get our hands on a finished copy. As soon as we do, you'll be first to read about it right here!

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ARCADE ACTION PACK:
10 Superb entertainment titles:

ASTERIX	£24.99
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ONSLAUGHT	£24.99
PIPE MANIA	£24.99
RICK DANGEROUS	£24.99
ROCK 'N' ROLL	£19.99
SKWEEK	£19.99
TRIVIAL PURSUIT	£19.95

PRODUCTIVITY:

PHOTON PAINT 2.0 (The recommended paint package)	£89.95
GFA BASIC V3.5 (A powerful basic interpreter)	£50.00
TOTAL VALUE:	£369.73

When you buy your new Amiga computer from Silica Systems, we will give you an additional £369.73 worth of software FREE OF CHARGE, including some great entertainment and productivity programs. These free gifts will introduce you to the world of computing and help you to get off to a flying start with your new Amiga. Plus, with every Amiga from Silica we will give you 16 nights FREE holiday hotel accommodation for you and your family to enjoy a break at home or abroad.

16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

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TOTAL VALUE NEARLY £370!

AMIGA 600

AMIGA 600 COMPUTER WITH FREE! LEMMINGS & DELUXE PAINT III

PLUS! FREE GIFTS FROM SILICA
SEE PANEL TO LEFT

The new Amiga 600 uses state-of-the-art surface mount technology, for maximum reliability and features a 3½" floppy drive, mouse, TV modulator and smart card slot all as standard. The innovative smart card slot accepts games, ROM or RAM cards (from 1Mb up to 4Mb) and will take advantage of many future new developments. The very latest version of the operating system, Kickstart/Workbench v2.05 is used in the Amiga 600 and its enhanced chip set facilities include improved graphics resolution, increased genlock support and the facility for up to 2Mb of chip memory. The Amiga 600 is fully compatible with the A670 CD-ROM Drive and Interface which will give it access to a full range of CDTV titles and audio CDs. The Amiga 600 is available from Silica in several configurations including a special 2Mb RAM upgrade optional extra - see the chart below.

A600 + "LEMMINGS PACK"
£299
INC VAT - Ref: AMC 0666

AMIGA 500 Plus CARTOON CLASSICS

PACK INCLUDES:

• 1Mb AMIGA 500 PLUS	£399.99
• BUILT-IN 1Mb DRIVE	FREE
• A520 TV MODULATOR	FREE
• THE SIMPSONS	£24.99
• CAPT PLANET & THE PLANETEERS	£25.99
• LEMMINGS	£25.99
• DELUXE PAINT II	£79.99

PLUS! FREE FROM SILICA

• PHOTON PAINT v2.0	£89.95
• ARCADE ACTION GAMES PACK	£219.78
• GFA BASIC INTERPRETER v3.5	£50.00
TOTAL PACK VALUE:	£916.68
LESS PACK SAVING:	£617.68
SILICA PRICE:	£299.00

We are pleased to offer the original 1Mb Amiga 500 Plus with built-in 18-key numeric keypad and Cartoon Classics pack software at the unbeatable price of only £299. The Amiga 500 Plus can be upgraded, using any of the hundreds of existing peripherals that are now available including the award winning range of GVP hard drives which can also provide PC emulation, further RAM expansion, processor acceleration and extra hard drive storage space. There is also a wide range of other expansions which give the A500 Plus higher resolutions, more colour and genlocking capabilities.

1Mb AMIGA 500 CARTOON CLASSICS
£299
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NEW! A600 PACK £349

WILD, WEIRD & WICKED

The Wild, The Weird and The Wicked (WWW) is the title of Commodore's new Amiga 600 games pack. Priced at £349, it comes complete with Amiga 600 computer and mouse, plus a range of high quality entertainment software. For pack contents, plus a list of the FREE gifts from Silica with every Amiga 600, see the chart below.

NEW! A600HD PACK £499

EPIC 'HARD DRIVE' PACK

For the more serious user, the £499 Epic Language Pack is based around the A600HD, the A600 with 20Mb hard drive. It includes challenging adventure games and software for the linguistically minded! Details are shown below along with a list of the FREE gifts you will receive from Silica with every Amiga 600 purchased.

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1084S INC CABLE
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CODE	DESCRIPTION	RRP	SILICA PRICE
RAM 0560	CBM 512k Board - A600	£24.99	£24.99
RAM 0600	AMITEK - 0K Populated - A600	£27.95	£27.95
RAM 0605	AMITEK - 512k Populated - A600	£37.95	£37.95
RAM 0610	AMITEK - 1Mb Populated - A600	£45.00	£45.00
RAM 0501	CBM - 512k Board - A500	£99.99	£49.99
RAM 0505	AMITEK 512k Brd - No Clock - A500	£18.95	£18.95
RAM 0510	AMITEK 512k Brd - Inc Clock - A500	£23.99	£23.95

EXTERNAL DISK DRIVES

DRI 0555	SLIMLINE - 3½" 1Mb - Ivory Colour	£79.00	£54.95
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CCA 6011	ROCLITE - 3½" 1Mb - Black Colour	£69.95	£64.95

PRINTERS

PRI 3700	CBM MPS 1270 Ink Jet Printer	£149.99	£129.00
PRI 3230	CBM MPS 1230 9 Pin Dot Matrix	£169.99	£139.00

ROM UPGRADE

UPG 1100	ICD Kickback K'bd ROM Swapper	£24.95	£19.95

AMIGA CDTV

AMIGA 600 COMPUTER OPTIONS

	0Mb Hard Drive STANDALONE	0Mb Hard Drive WWW PACK	20Mb HD EPIC PACK
• 1Mb AMIGA 600 + MOUSE, 3½" Disk Drive, TV Modulator, Smart Card Slot	£299.99	£299.99	£299.99
• 20Mb HARD DISK - Very fast, mass storage for progams and data	-	-	£299.00
• DELUXE PAINT III - Award winning graphics and animation package	£79.99	£79.99	-
• LEMMINGS - Save the Lemmings as they drop into 100 screens of danger	£25.99	-	-
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• PUSH OVER - A game of puzzles. Can G.I. Ant save Colin Curly's Quavers?	-	£25.99	-
• EPIC - A Sci-fi adventure. Can you guide a space fleet across the solar system?	-	-	£29.99
• ROME - Your goal is to become Emperor in this role playing adventure	-	-	£25.99
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• TRIVIAL PURSUIT (in 3 languages) - The great trivia quiz game for the Amiga	-	-	£29.99
• WORD PROCESSOR + DICTIONARY (in 5 languages) - For creating documents	-	-	✓
• 1 YEAR ON-SITE WARRANTY	✓	✓	✓
PLUS! - FREE FROM SILICA (see top left hand panel)			
• PHOTON PAINT v2.0 - An art package with numerous features and special effects	£89.95	£89.95	£89.95
• ARCADE ACTION PACK - Ten classic games; shoot'em ups, puzzles, strategy	£229.78	£229.78	£229.78
• GFA BASIC INTERPRETER v3.5 - A language for programmers of all levels	£50.00	£50.00	£50.00
TOTAL PACK VALUE:	£775.70	£836.68	£1074.68
LESS PACK SAVING:	£476.70	£487.68	£575.68
SILICA PRICE:	**£299**	**£349**	**£499**
2Mb RAM PRICE OF PACK INCLUDING UPGRADE TO 2Mb RAM WITH BATTERY BACKED CLOCK	£344	£394	£544

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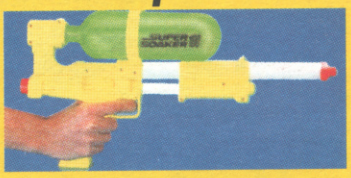

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